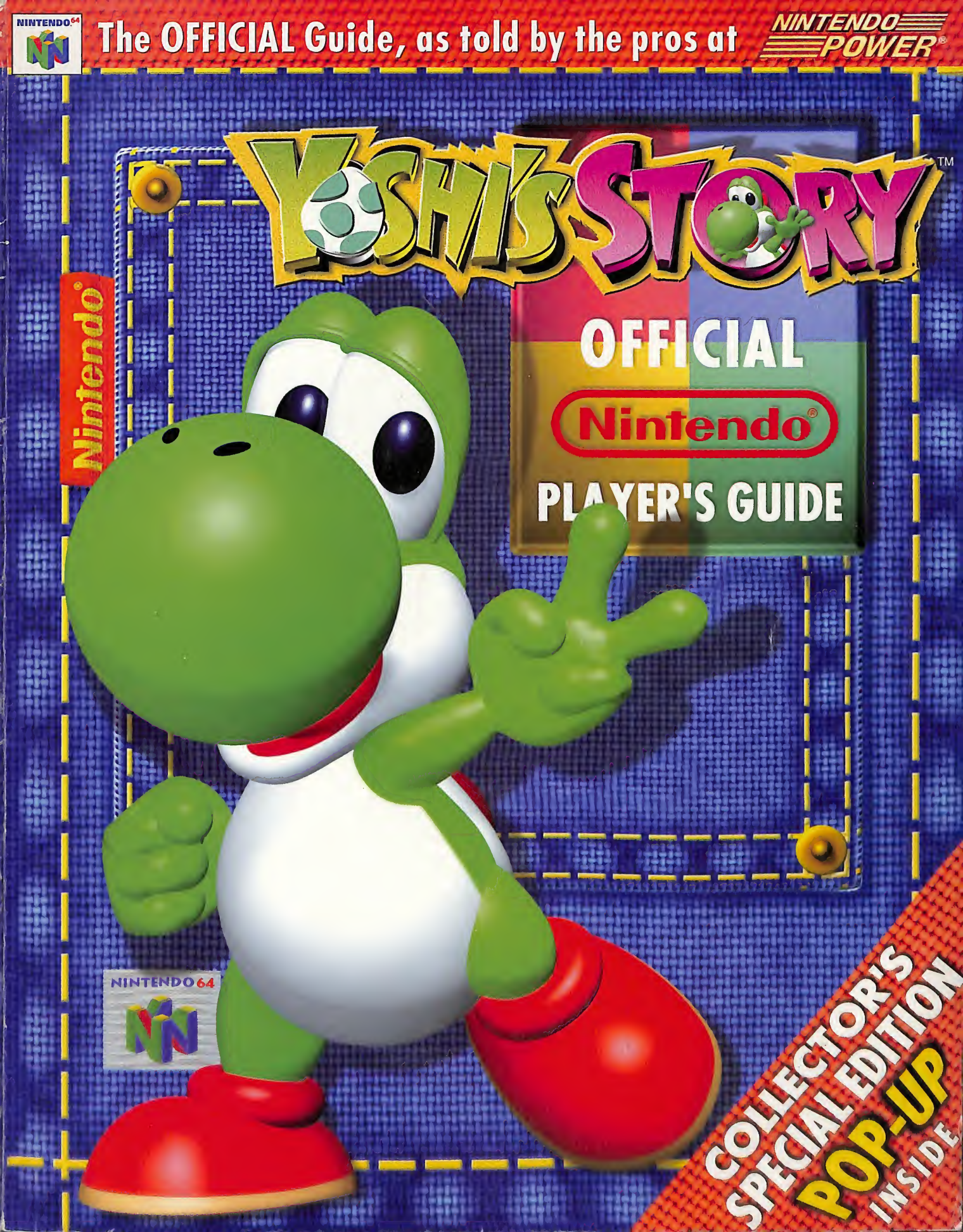

NINTENDO 64
The OFFICIAL Guide, as told by the pros at
NINTENDO POWER
YOSHI'S STORY™
OFFICIAL
Nintendo®
PLAYER'S GUIDE
Nintendo®
NINTENDO 64
COLLECTOR'S SPECIAL EDITION
POP-UP
INSIDE

Yoshi's Story

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Secrets to Super Happiness

Baby Bowser has struck again, this time hoping to permanently shelve the Yoshis by stealing their Super Happy Tree and flattening their island into a picture book. To the rescue come six baby Yoshis who have hatched into a very unhappy plot but, nevertheless, will take on the task with a smile. Ahead of them are 24 worlds of adventure, where enemies, puzzles and traps, hidden items, bonus areas and special characters pop up on every page. Unless you know the entire story, there won't be a happy ending, so it's time to flip through the Yoshi's Story Player's Guide. It's required reading!



THE OFFICIAL
NINTENDO PLAYER'S GUIDE

YOSHI'S STORY™



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Yoshi's Story

The Abridged Version

Once upon a time, there was an island inhabited by dinosaurs called Yoshis. The happy-go-lucky creatures took life on with a smile, and they kept smiling by feasting on their favorite food: fruits. But then big, bad Baby Bowser toddled onto the scene. Stealing the Yoshis' Super Happy Tree—the source of their happy-making fruit—the kiddie Koopa turned the Yoshis' smiles upside-down. And to guarantee they'd never live happily ever after, Baby Bowser cursed their island with an ever-unpleasant spell.



With a little help from some fairy-tale magic, Bowser transformed the Yoshis' island into a storybook. Their once carefree world was flattened into two dimensions (or two-and-a-half, as the case may be) constructed of paper, cardboard, stitches, wood and other bookmaking materials. Trapped inside the pop-up book's pages and without their beloved tree, the Yoshis lost practically all hope for happiness. But something survived in the dinosaurs' lost world. In a far corner of the island, six Yoshi eggs hatched.







The six bouncing baby Yoshis were happy bundles of joy. Their fellow dinosaurs, however, were still unhappy without the tree, so the hatchlings hatched a plan: they'd journey to Baby Bowser's castle and reclaim the tree. Of course, venturing out into a brave, new world was a daunting task for the toddlers (especially considering they weren't even old enough to cross the street on their own), but the six young Yoshis were more than happy to help out the sad Yoshis. And besides, eating fruit along the way would make the journey a happy one. At least that's what the Yoshis thought. Bowser knew that fruits would keep the Yoshis strong and happy, so he threw every trick in the book at the daring dinos. Booby traps now lurked around every corner of the Yoshis' world, while Shy Guys, ghosts and dragons plotted ambushes. Even with six Yoshis on the job, a happy ending seemed far away...until another book—this one—hit the shelves.

Now pore over these pages before extinction strikes the dinosaurs, and you'll uncover the secrets to closing the book on Baby Bowser.

Library of Techniques

Yoshi's Story revises everything you learned about Yoshi in Yoshi's Island. In this story, the newborn Yoshis have new and improved abilities, including the powers to jump higher and lash out their tongues in all directions. To avoid being the one who's getting licked, read up on the controller functions to get a firm grasp on how to direct your dinosaur.

Mastering Yoshi Motion

Z & C Buttons

Shoot

To throw an egg, Bob-omb or baby Huffin Puffin, press and hold the Z Button or any C Button to make the X-shaped targeting cursor appear. While holding down the button, use the Control Stick to place the cursor on your target, then release the button to fire.



L Button

Fruit Frame On/Off

Every fruit Yoshi gobbles will appear in the "Fruit Frame" that borders the screen. If you'd rather not see the Fruit Frame, tap the L Button.

Control Pad

Fruit Frame Zoom

Adjust the Fruit Frame's size by pressing Up to make it run closer to the edges of the screen or Down to bring it closer to the center of the screen.



Control Stick

Move & Pound the Ground

In addition to controlling Yoshi's movements, the Control Stick can be used for pounding the ground, aiming eggs, and directing Yoshi's tongue. To pound the ground, press the Stick down while Yoshi is in midair. The Control Stick won't make Yoshi walk if you're in the middle of licking or throwing, though. Instead, you'll be able to use the Stick to aim Yoshi's tongue or eggs.



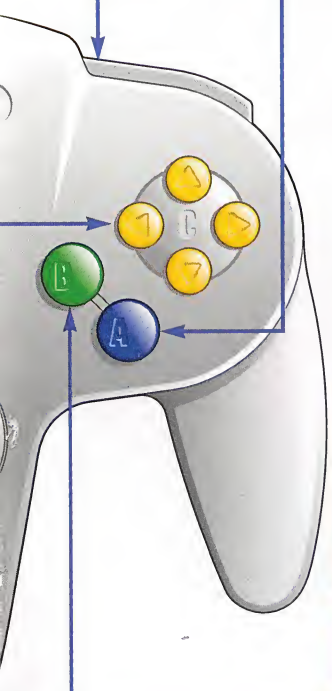


R Button

Smell

By pressing the R Button, you can make Yoshi sniff out secret melons and items. When Yoshis catch wind of something good, their heads will bob faster as they begin to sniff with excitement. Take a few steps while sniffing—if your Yoshi exclaims "!", you're getting warmer. Keep walking or running in the same direction while holding the R Button until Yoshi looks and waves at you. Wherever the dino does this, pound the ground to uncover the aromatic secret.

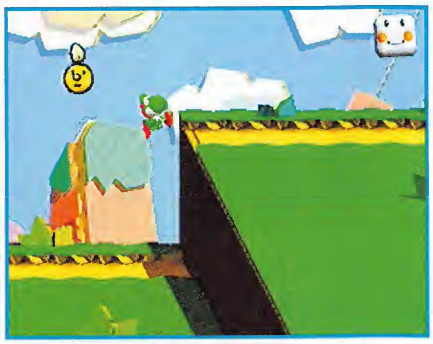




A Button

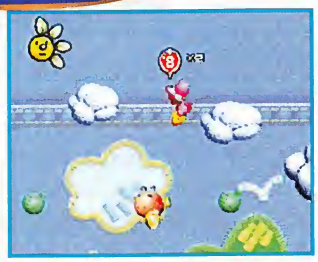
Jump and Flutter

To jump, press the A Button. To jump even higher or stay in the air longer, press and hold the A Button. When you hold it down, Yoshi will flutter jump, scoring more hang time by practically running in midair. The flutter jump lasts for only a short while, so once it sputters out, quickly release the A Button, and then hold it down to flutter again.





Yoshi can defeat certain enemies by jumping on top of them. Chowing on enemies such as Shy Guys will earn Yoshi an egg and Smile Meter petals, but jumping on them will earn you more points.



By landing on certain foes, Yoshi will defeat them and be able to use them as springboards for jumping higher. In aerial areas, leaping from enemies will help keep Yoshi from falling out of the sky.

B Button

Lick

To slurp up edible enemies and fruits, press the B Button to lash out Yoshi's talented tongue. While licking, Yoshi will be unable to walk, since the Control Stick will momentarily switch from controlling basic movement to controlling your dino's tongue instead.





Slurping will also help you get around lickety-split. To climb onto a Surprise Ball, lick it to make Yoshi's tongue attach to it and pull the dino straight to the ball.

Yoshi's Special Techniques

Shoot and Snag

Often, a Special Heart will appear in a place where it's too dangerous to enter. The scenario has a happy ending, however, since Yoshi doesn't need to walk over a heart in order to capture it. Rather than endangering your dinosaur with extinction, keep Yoshi out of harm's way by shooting Special Hearts to collect them.





Bursting Your Bubble

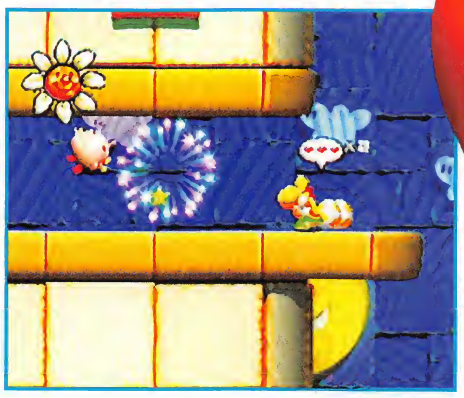
Eggs can break open bubbles, but you may want to save your ammo since eggs can be scarce and may be your only defense against some foes. A slower, egg-saving way of bursting bubbles is to hop on top of them. After you patiently stomp on a bubble for a while, it will eventually pop.





When the Fireworks Fly

You don't need a direct hit to defeat enemies. Your egg will explode once it reaches the target cursor, and that burst can damage anything it touches. If your enemies are close to one another, you can aim your egg in between them and let the blast destroy them. For some enemies, this technique will be the only way to destroy them, since direct hits will result in your eggs bouncing off their bodies.





To Flutter, Not Fluster

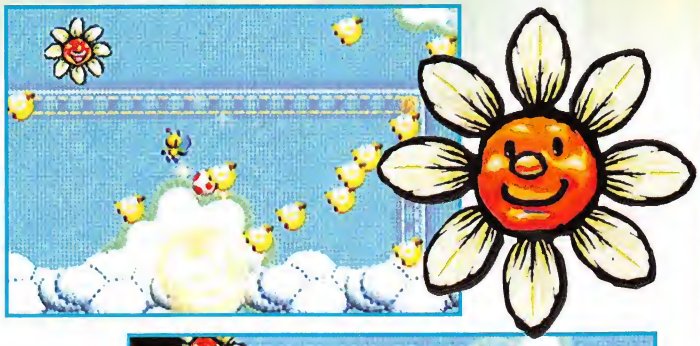
Yoshi flutters in short bursts, with the next flutter being lower than the previous jump. Even if Yoshi is about to take a plunge down a bottomless pit, keep fluttering because there will always be the chance of fluttering to safety—just as long as Yoshi is still visible on screen. Yoshis don't give up, and neither should you.





Super Happy!

When Yoshi eats six of the same fruit in a row, the sixth fruit will act as a trigger fruit. Once Yoshi munches the fruit, it will trigger a Heart Fruit to parachute from above and Super Happy things will begin to happen. When Yoshi eats the Heart Fruit, his Smile Meter will flash indicating that he's Super Happy. With Super Happiness comes temporary invincibility (though Yoshi won't be safe from bottomless pits) and enhanced powers, such as the ability to jump higher and lick farther.





The Heart Fruit



Pay attention to the number of like fruits you eat. Wherever you eat your trigger fruit, a Heart Fruit will slowly parachute from above. It's easy to overlook it since it takes a while to float down, so watch the number that appears next to the cartoon bubble by Yoshi's head—the number represents the running total of your diet of consecutive fruit. If you forget to eat the Heart Fruit, you won't be able to Super Happily break open all on-screen bubbles by simply pounding the ground. A Super Happy ground pounding will also turn Shy Guys into Lucky Fruit and chili peppers into coins.

Yoshi's Friends

Miss Warp



It's easy to get lost in a book like Yoshi's Story, so wake any of the four Miss Warps in each stage to bookmark your progress. Wake up the checkpoint by hopping on her, then leap off her head to warp to the next Miss Warp who's awake. Each warp will take you to the next highest numbered Warp who's awake, so 1 will go to 2, 2 to 3, 3 to 4, and 4 back to 1.





WARP 1 → WARP 2 → WARP 3 → WARP 4

Poochy

Poochy the dog is a loyal companion to the Yoshis, and he'll sniff out secret items for them. In stage 1-1, for example, Poochy will lead you to every hidden melon in the area. To make a long story short, wherever Poochy is, a secret will be near, so pound the ground wherever you find the hound.





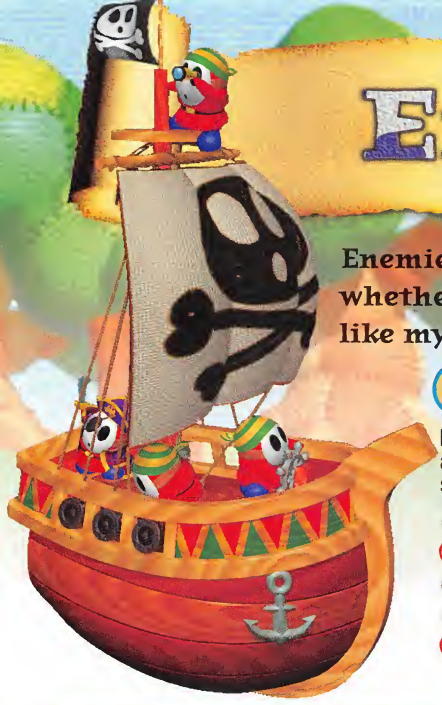




White Shy Guy



Only after you've lost a Yoshi can you find the White Shy Guy, who acts as 1-up. Locate him and he'll follow you to the Yoshi Select Screen if you finish the level. When you select him, he'll retrieve one Yoshi from Bowser's castle.



Enemy Index

Enemies pop up everywhere in the picture book, and unless you know whether to eat, shoot, stomp or run, Yoshi's war stories will be more like mysteries. Read up on our clues to help you win your battles.

Eat

Feasting on some foes may earn Yoshi an egg, petals, an upset stomach or something in between.

- earn an egg and petal(s)
- earn no eggs or petals
- earn an egg and no petals
- earn an egg and lose petal(s)
- earn no eggs and lose petal(s)
- **N** can't eat enemy

Bullet Bill

Eat	
Egg	Y
Stomp	Y

Egg

Eggs will be the perfect weapon against only some of Yoshi's enemies. For others, yolk's a joke.

Yes, eggs will defeat the enemy.

No, eggs won't defeat the enemy.

Stomp

Yoshi may be able to defeat some enemies by stomping or ground pounding them on their heads.

Yes, stomping will defeat the enemy.

No, stomping won't defeat the enemy.

Favorite Foes

These first seven enemies highlighted in yellow are Favorite Foes that will earn you more petals or points if you're using the right colored Yoshi. The Yoshis who'll earn more petals or points are featured inside the circle in the enemy box by the word "Eat". If you're using another Yoshi, refer to the lower "Eat" row to find out if you'll earn eggs or petals.

Bumpty

Eat	
Eat	
Egg	Y
Stomp	N

Cheep Cheeps

Eat	
Eat	
Egg	N
Stomp	N

Frog

Eat	
Eat	
Egg	Y
Stomp	Y

Gabon

Eat	
Egg	Y
Stomp	Y

Ick Worm

Eat	
Eat	
Egg	Y
Stomp	Y

Puffer

Eat	
Eat	
Egg	Y
Stomp	Y

Tehee Butterfly

Eat	
Eat	
Egg	Y
Stomp	Y

Air Bag

Eat	N
Egg	Y
Stomp	N

Attacky Sack

Eat	N
Egg	N
Stomp	N

Big Boo

Eat	N
Egg	Y
Stomp	N

Big & Little Boo

Eat	N
Egg	N
Stomp	N

Blargg

Eat	N
Egg	N
Stomp	N

Blindfold Boo

Eat	N
Egg	N
Stomp	N

Blue Blurp

Eat	N
Egg	N
Stomp	N

Bob-omb

Eat	N
Egg	N
Stomp	Y

Bone Dragon

Eat	N
Egg	Y
Stomp	Y

Boo Block

Eat	N
Egg	N
Stomp	N

Boo Buddy

Eat	N
Egg	Y
Stomp	N

Bullet Bill

Eat	
Egg	Y
Stomp	Y

Centipede

Eat	N
Egg	N
Stomp	N

Chomp

Eat	N
Egg	N
Stomp	N

Clam

Eat	N
Egg	N
Stomp	N

Cloud N. Candy



Eat	
Egg	N
Stomp	N

Cloudjin



Eat	N
Egg	Y
Stomp	N

ComBat



Eat	N
Egg	Y
Stomp	N

Do-Drop



Eat	
Egg	Y
Stomp	Y

Don Bongo



Eat	N
Egg	Y
Stomp	N

Fuzzy Wiggler



Eat	N
Egg	N
Stomp	Y

Ghost Rider



Eat	N
Egg	N
Stomp	N

Ghost Stream



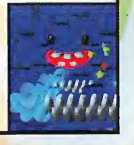
Eat	N
Egg	N
Stomp	N

Goonie



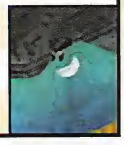
Eat	N
Egg	Y
Stomp	N

Inviso



Eat	N
Egg	Y
Stomp	N

Jelly Ghost



Eat	N
Egg	N
Stomp	Y

Jellyfish



Eat	N
Egg	N
Stomp	N

Lakitu



Eat	
Egg	Y
Stomp	N

Lava Ghost



Eat	N
Egg	N
Stomp	N

Mr. Eel



Eat	
Egg	N
Stomp	N

Nipper Plant



Eat	
Egg	Y
Stomp	Y

Nipper Spore



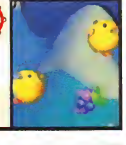
Eat	
Egg	Y
Stomp	N

Pak E. Derm



Eat	N
Egg	N
Stomp	Y

Peeper



Eat	
Egg	Y
Stomp	Y

Piranha Pest



Eat	N
Egg	Y
Stomp	N

Piranha Plant



Eat	N
Egg	Y
Stomp	N

Piranha Sprout



Eat	N
Egg	Y
Stomp	N

Raven



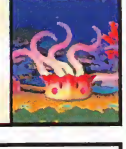
Eat	N
Egg	N
Stomp	N

Red Blurp



Eat	N
Egg	N
Stomp	N

Sea Anemone



Eat	N
Egg	N
Stomp	N

Sea Cactus



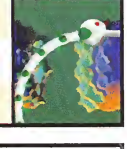
Eat	N
Egg	N
Stomp	N

Slug



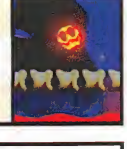
Eat	N
Egg	Y
Stomp	N

Snorkel Snake



Eat	N
Egg	N
Stomp	N

Spark Spook



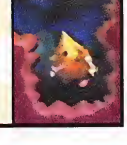
Eat	N
Egg	N
Stomp	N

Spider



Eat	N
Egg	N
Stomp	N

Spike



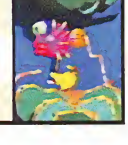
Eat	N
Egg	N
Stomp	N

Spiked Fun Guy



Eat	
Egg	Y
Stomp	N

Spiny Fish



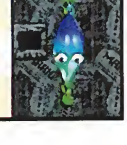
Eat	N
Egg	N
Stomp	N

Tehee Butterfly



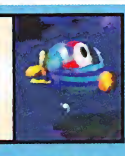
Eat	
Egg	Y
Stomp	Y

Vine Slime



Eat	N
Egg	N
Stomp	N

Shy Guys



Eat	N
Egg	N
Stomp	N



Eat	
Egg	Y
Stomp	Y



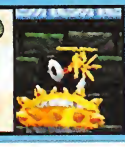
Eat	N
Egg	N
Stomp	N



Eat	
Egg	Y
Stomp	Y



Eat	N
Egg	N
Stomp	N



Eat	
Egg	Y
Stomp	N



Eat	N
Egg	N
Stomp	N



Eat	
Egg	Y
Stomp	N



Eat	N
Egg	N
Stomp	N



Eat	N
Egg	Y
Stomp	Y

Game Modes

There are two sides to every story, and in the case of Yoshi's Story, there are Story Mode and Trial Mode. Both are directly related, but the strategies you'll use in each will be completely different.

Story Mode

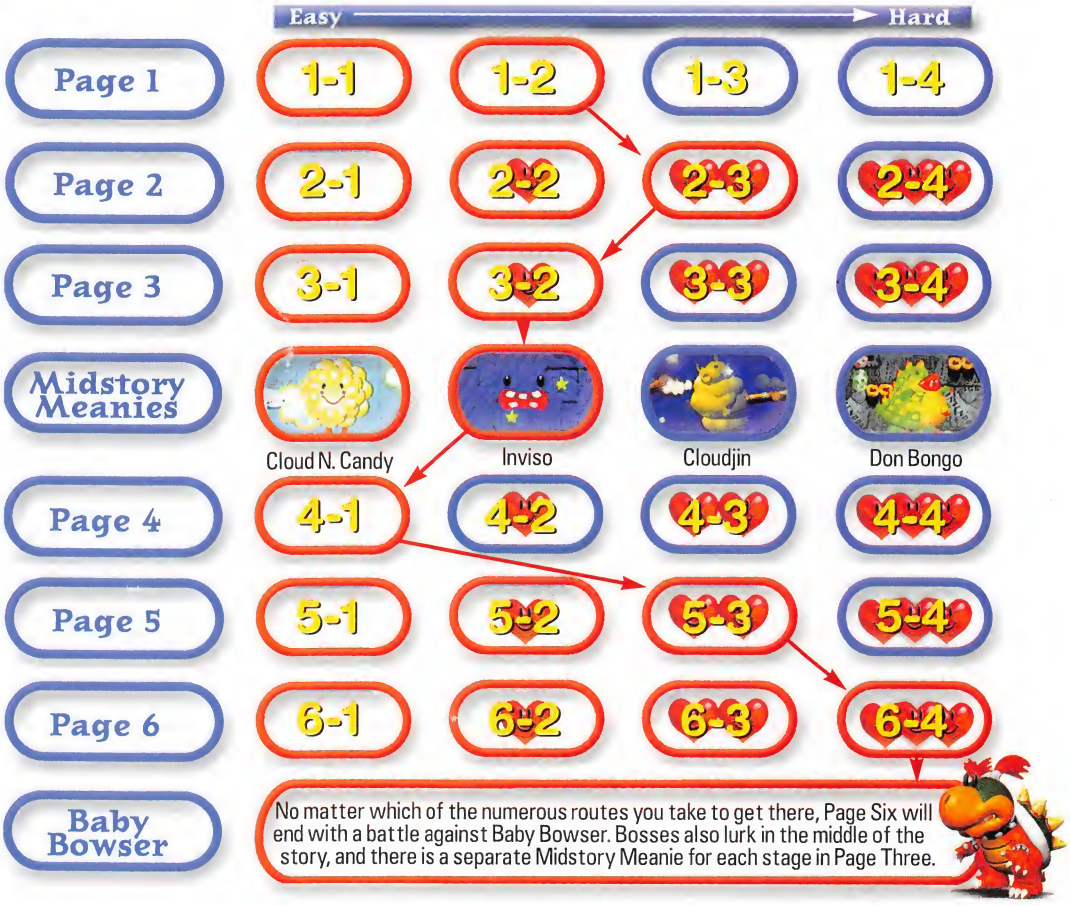
In Story Mode, Yoshi's Story will unfold one page at a time. Each world is called a "page," and each of the six pages contains four stages. You can complete only one stage per page in Story Mode, so any given story will be made up of a maximum of six stages. Each of the 24 levels contains three Special Hearts, and which of the next page's levels you'll be able to visit will depend on how many hearts you capture in the current level.





Special Hearts: Charting Your Course

To unlock the different levels on each page, you must find the Special Hearts (with the exception of Page One, where all its levels are always open). Finding all three hearts will open all four areas of the next page, while two hearts will open the next page's first three areas, one heart will open the first two areas, and no hearts will open only the first area. In the example on the right, the stages that we opened appear outlined in red. We first started with 1-2 and found two Special Hearts, which allowed us to move on to 2-1, 2-2 or 2-3. We chose to enter 2-3, and there we found one heart to unlock 3-1 and 3-2. Upon completing 3-2, we found no hearts, so we could enter only 4-1. We then uncovered two hearts in 4-1 to open 5-1, 5-2 and 5-3. In 5-3 we found all three hearts, so we could then enter any level in Page Six.



Trial Mode

The other side of Yoshi's Story is the high score mode. In Trial Mode you can play for points in any of Story Mode's 24 levels, and you can play them one at a time without having to play through them in order. However, there is a catch. Before you can access any level in Trial Mode, you must first complete it in Story Mode.



Only the levels you've completed in Story Mode will be open in Trial Mode. If you've opened the level, you'll see a scene from it displayed on the Trial Mode chart.

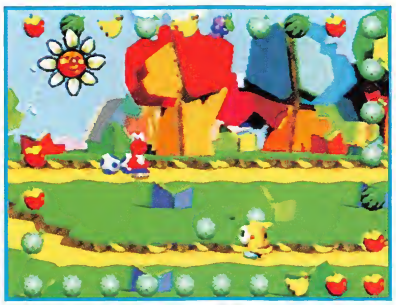


After you finish a level in Trial Mode, your score totals will be calculated and your grand total will appear next to that level's record high.



Collecting 30 Fruits

The levels in Yoshi's Story run in circles and won't end until you've collected 30 fruits. Each level contains a total of 60 fruits made up of 30 melons, 12 Lucky Fruits, and six each of the remaining three regular fruits. That's quite a harvest to choose from, but if you want to go down in the record books, you'll have to seek out all 30 elusive melons. By collecting all of them, you'll earn not only bragging rights, but a whopping 3,000 points to add to your total.



The level ends as soon as you collect 30 fruits. You can easily pick up the first 30 fruits you come across, but finding all 30 melons will be the more impressive feat.



Favorite and Lucky Fruits

Yoshis are picky eaters, and they each have their Favorite Fruits that are worth more points than regular fruits. The Favorite Fruits match the colors of the Yoshis, so Yellow Yoshi loves bananas, while Blue and Light Blue Yoshis find grapes to be the tastier food. For even more points, gobble up the Lucky Fruit, which you'll determine in the fruit roulette before you start the story.





Choose the Yoshi whose Favorite Fruit isn't the Lucky Fruit. If the Lucky Fruit is watermelon, don't pick Green Yoshi since you'll already earn big points for eating watermelons, the dino's Favorite Fruit. Instead, pick any other Yoshi, like Yellow Yoshi for example. With Yellow Yoshi, you'll be able to score big from eating watermelons (the Lucky Fruit) as well as bananas (the Favorite Fruit).

Plotting a High Score

Yoshi's Story isn't about getting to the end of the story—it's about how you choose to let it unfold. By going for a high score, you'll get the most out of the story, since you'll have to scour the book inch by inch to find every melon, coin and enemy. Anything less is like skimming through the story.

Settling the Scores

Whenever Yoshi eats a fruit or defeats an enemy, hearts will appear in the cartoon bubble above Yoshi's head. For every outline of a heart that appears, Yoshi will earn one Smile Meter petal. If the hearts that appear are filled in with red, you'll receive both one point and one petal per heart.



Story Scoring

Plan your diet and attacks wisely, because you'll earn points according to which fruits you eat and the color of the enemies you defeat. Here's how the scoring breaks down.

	Regular Fruit	Favorite Fruit	Eat Shy Guy	Eat Favorite Shy Guy	Shoot or Ground Pound Shy Guy	Shoot or Ground Pound Favorite Shy Guy
	1	3	1	3	2	6
	1	3	1	3	2	6
	1	3	1	3	2	6
	1	3	1	3	2	6
	1	3	1	3	2	6
	1	3	1	3	2	6

Special Scoring

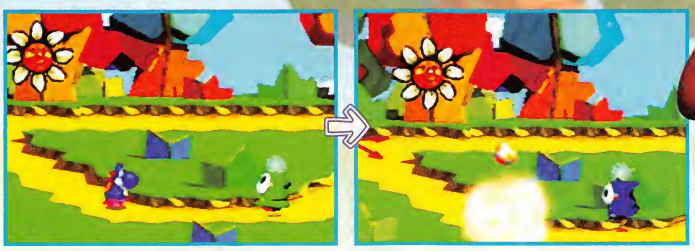
All Yoshis

Some Items will earn you the same number of points regardless of the color of your Yoshi. This chart shows the points you'll earn no matter which Yoshi you use.

Lucky Fruit	 8
Melon	 3
Bonus per Melon	100
Coin	 1
Heart Fruit	 8
Special Heart	 100
Bonus per Remaining Yoshi	100

Other Techniques

Favorite Shy Guys



With each ground pound, you'll change the color of a Shy Guy. If he starts out as red, he'll change to yellow, then green, then blue, then back to red.

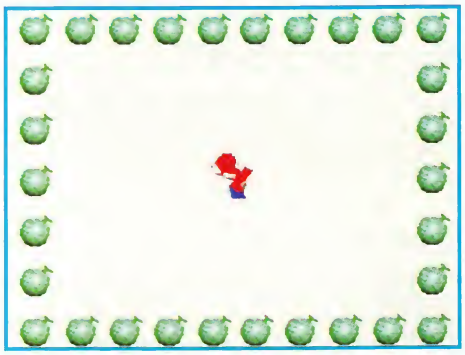
Shy Guys come in red, yellow, green, blue, black, and white. Yoshi can't defeat the White Shy Guys, but the others are fair game. When a Shy Guy matches the color of your Yoshi, you'll win more points for eating, egging or stomping him. To make sure you're always getting the most points possible, pound the ground to change all on-screen Shy Guys to your Yoshi's favorite color.

To Eat or Beat

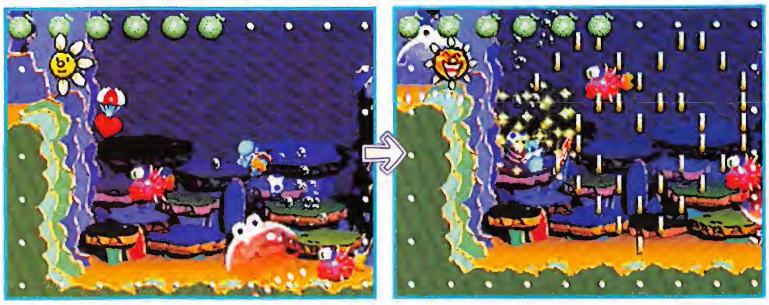
You'll earn more points if Yoshi fights Shy Guys instead of eating them. For even more points, bowl over more than one Shy Guy with a single egg. The points you earn by defeating a Shy Guy will be multiplied by 2, 4, 8 and 16 (the maximum), depending on how many Shy Guys you knock over with the same egg.



Melons and Nothing but



For a high score, munch only melons, since you'll receive an extra 100 points for every melon you eat. Moreover, you'll usually stumble upon large, secret coin formations if you eat no other fruit but melons. To make one of the secret coin formations appear, you must eat a Heart Fruit in a special location. By eating six of the same fruit in a row, you'll earn a Heart Fruit, and the story has been conveniently laid out so secret coins will appear wherever you find the sixth melon that earns you the Heart Fruit. There isn't a secret coin formation for every sixth melon, but as long as you're eating only melons and you're eating them in the order that they appear, you won't miss the chance of uncovering any secret coins. However, if you choose to eat other fruits or eat your melons out of order, you'll receive your Heart Fruits in the wrong places and most likely never activate the secret coin formations.



Item Index

Yoshi's Story isn't all about fruits. The Yoshi's will have to use some other goods to get through this adventure. Keep the story rolling by learning how to use these items.

Egg Block



To load up on ammo, bonk Yoshi's head on the Egg Block. The block will hatch eggs with every bop until Yoshi is armed with six yolky projectiles.

Message Block



Nothing's obvious in this story. For a hint, nudge the Message Block. It will tell you a thing or two that will help you breeze through the book.

Mystery Crate



By pushing a crate, Yoshi can get to hard-to-reach places or find melons. Oftentimes, melons will appear when Yoshi pushes two crates together.

Mystery Block



By bumping the block, Yoshi will either begin a minigame or shake coins out of the box. If Yoshi squeezes out all five or ten coins, a melon will appear.

Coin



If you're going for a high score, collect every coin. Each may be worth only one point, but a penny saved is a penny earned. Since many are hidden, keep a nose out for them.

Special Heart



Three Special Hearts hide in every stage. To open up all four stages in the next page, you must first uncover all three hearts in your current stage.

Heart Fruit



A Heart Fruit will temporarily give Yoshi the power to throw unlimited eggs, fly higher and be immune to attacks. To find a piece, eat six of the same fruit in a row.

Surprise Ball



To reach greater heights, Yoshi can lash his tongue at the Surprise Ball. By licking one, Yoshi can climb on top of the ball by pulling himself up with his tongue.

Bumper Ball



This giant obstacle orbits along dotted paths to guard items or bounce you off course. By bouncing off the top of one, you can soar higher than you could by fluttering.

Mystery Ball



Launch an egg at the red sphere to crack the mystery. Shooting a Mystery Ball may reveal a melon, a warp vase or some other elusive hidden item.

Mystery Switch



Stomp on a switch to temporarily activate something. Usually you'll make a bridge of sorts appear to help you reach a secret item or area. A switch works for a limited time, so act quickly.

Delay Switch



The effects of the Mystery Switch last for a short time, but you can extend that time by shooting the Delay Switch. Egg it when you see it to buy yourself more time.

Chili Pepper



When Yoshi eats a pepper, he'll lose Smile Meter petals. However, when Yoshi is Super Happy, he can pound the ground to turn the pepper into a coin.

Pipe



A pipe may lead to other areas, or it may merely be an obstacle or a stepping stone. To try to enter one, stand on top of it, then push down.

Warp Vase



Unlike the pipe, a warp vase always leads to another area. Entering a vase works the same way as entering a pipe—hop on top of it, then push down to teleport.

Black Egg & White Egg



Black Yoshi and White Yoshi remain unhatched until you find their elusive eggs. Every fruit is their Favorite, and both Yoshis can eat chili peppers.

Power Bee



For a power-up buzz, slurp up the Power Bee. By eating it, you'll pollinate your Smile Meter, instantly restoring all eight petals to the flower.

Power Flower



The flower will restore two petals to your Smile Meter every time Yoshi licks the plant. Happily, the flower has unlimited power, so return to it often.

Turbo Tulip



Lick the Tulip for more flying power. One lick will transform Yoshi into an egg that you can launch into the stratosphere by using the Control Stick.

Playing by the Book

Strategy Tips

Blue boxes contain general strategy info that will steer Yoshi clear of enemies and danger.

Ground Pound Items



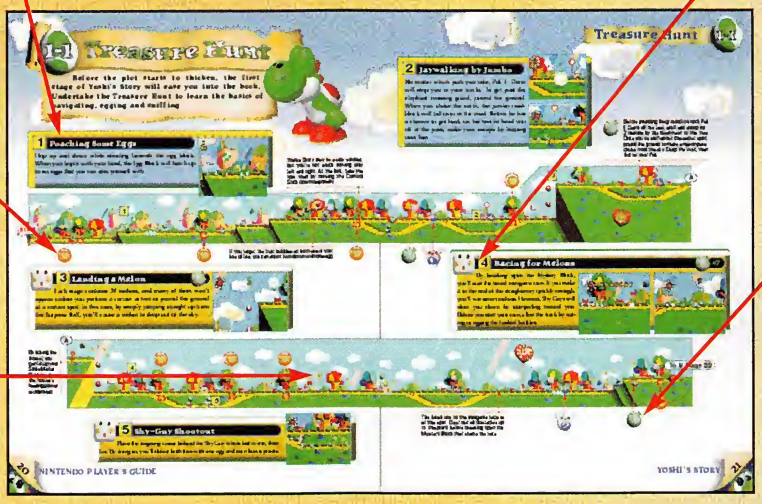
Pound the ground to find coins, melons or Heart Fruit.



Lucky Fruit



Wherever you see this symbol, you'll find the Lucky Fruit you selected in the fruit roulette.



High-Score Tips



Yellow boxes contain high scoring tips including melon, minigame and Special Heart info.

Hidden Items

In addition to Miss Warps and Special Hearts, all hidden items (such as melons and coins) will appear off the map and their actual locations will be pointed out by an arrow.

Secret Coin



This symbol marks the beginning of a secret trail of coins that will appear only while you're Super Happy. To uncover the coins, eat six of the same fruit in a row (melons work best) to earn the Heart Fruit that brings Super Happiness.

Secret Letters



Every stage has one secret letter that's made up of coins. You'll find it only when you're Super Happy, so eat a Heart Fruit wherever you see this symbol.

Black & White Eggs



Black and White Eggs will appear only in Story Mode. If Black and White Yoshis are currently on your team, you won't find their eggs.

White Shy Guys



You'll find the White Shy Guy only in Story Mode and only if you've lost one of your six main Yoshis.

Reading between the Lines

Every story has its message, and Yoshi's Story is no exception. Hidden in each stage is a group of coins arranged in the shape of a letter of the alphabet. As you journey through the story, fill in the appropriate blank with each letter you find. Once you've found all 24 letters, you'll uncover a secret message from Yoshi.



1-1	1-2	1-3		1-4	2-1	2-2						
2-3	2-4	3-1	3-2	3-3	3-4		4-1	4-2	4-3	4-4	5-1	
5-2	5-3	5-4	6-1	6-2	6-3	6-4						

Page 1

Beginning

The beginning of Yoshi's Story may seem like an easy read at first, but like any good book, there's more in store if you read between the lines. Page One teaches the game's basics in a novel manner, and, like the beginning of any great story, it contains its secrets, too.

1 Treasure Hunt



High Score = 5,750 Your Best =

To save their tree, the Yoshis will stop at nothing; not even elephants or Shy Guys will be able to stand in their way. The dinos will also come across Poochy, who'll sniff out the hidden melons.

2 Surprise!!



High Score = 5,867 Your Best =

The Yoshis will begin their journey literally with a bang—one that sounds much like a popping balloon. Inflatable enemies will try to blow the Yoshis away, but a few eggs will burst their bubbles.





They've barely learned to walk but already the Yoshis think they can fly. In the Rail Lift chapter, they'll take to the skies to ride on clouds and flutter through the great blue yonder.

Maybe the Yoshis can spot Baby Bowser's castle from the tower. To reach the top, they'll have to glide with an umbrella, dodge Bullet Bill and transform into rocket-powered eggs.

1-1 Treasure Hunt

Before the plot starts to thicken, the first stage of Yoshi's Story will ease you into the book. Undertake the Treasure Hunt to learn the basics of navigating, egging and sniffing.

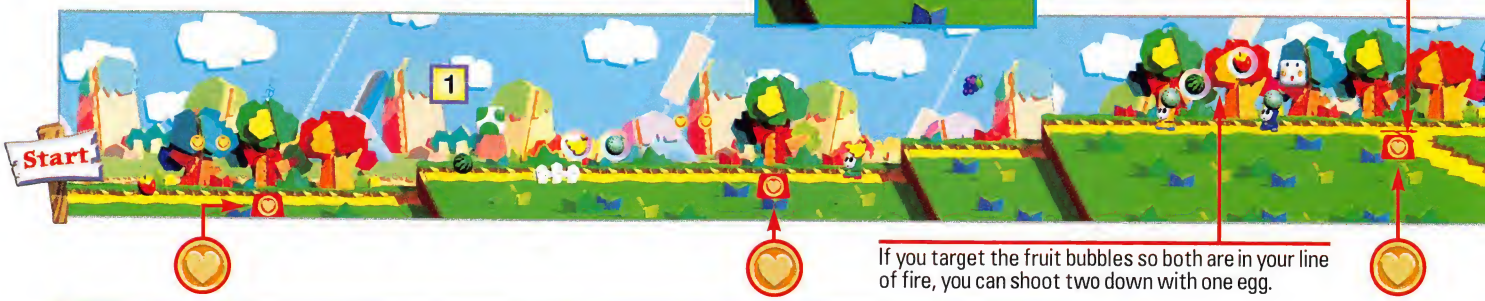


1 Poaching Some Eggs

Hop up and down while standing beneath the egg block. When you bop it with your head, the Egg Block will hatch up to six eggs that you can arm yourself with.



Yoshi's Story may be a side-scroller, but you're not stuck moving only left and right. At the fork, take the low road by moving the Control Stick down diagonally.



If you target the fruit bubbles so both are in your line of fire, you can shoot two down with one egg.

3 Landing a Melon

Each stage contains 30 melons, and many of them won't appear unless you perform a certain action or pound the ground at a certain spot. In this case, by simply jumping straight up from the Surprise Ball, you'll cause a melon to drop out of the sky.

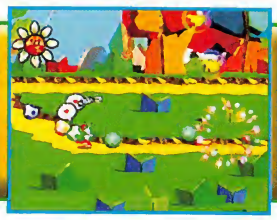




By licking the flower, you can fill up your Smile Meter. Better yet, the flower's healing power is unlimited.

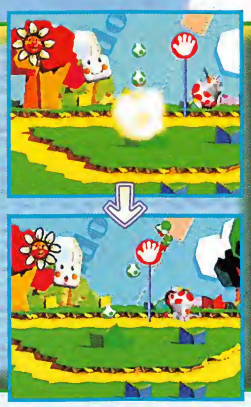
5 Shy-Guy Shootout

Place the targeting cursor behind the Shy Guy who's last in line, then fire. By doing so, you'll defeat both foes with one egg and earn bonus points.

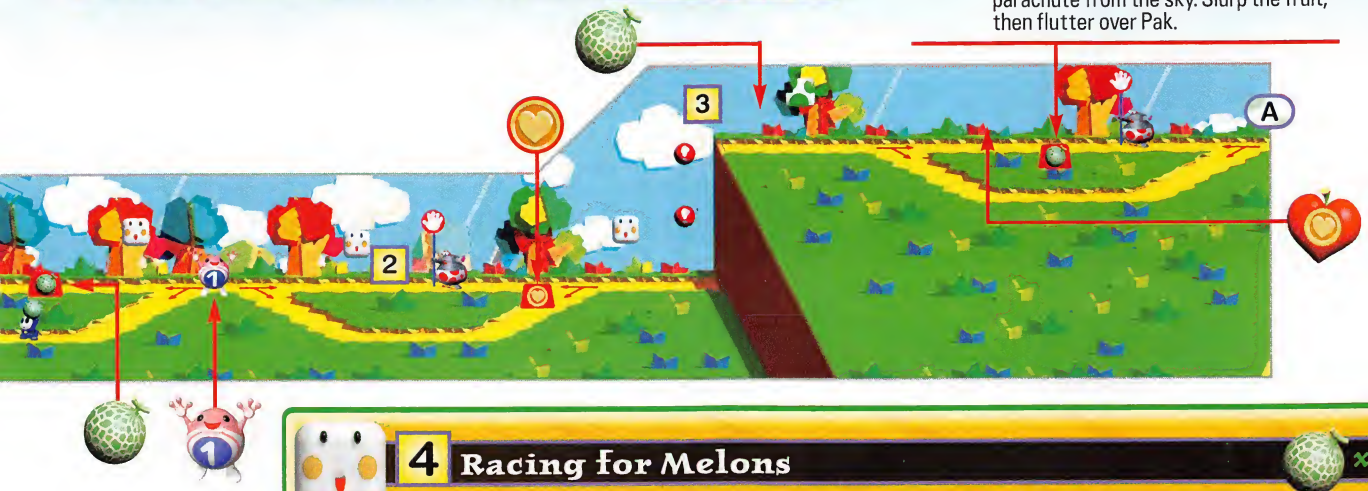


2 Jaywalking by Jumbo

No matter which path you take, Pak E. Derm will stop you in your tracks. To get past the elephant crossing guard, pound the ground. When you shake the earth, the jumbo roadblock will fall over in the road. Before he has a chance to get back on his feet to head you off at the pass, make your escape by leaping over him.



Before pounding the ground to knock Pak E. Derm off his feet, sniff and snoop for a melon by the bush next to the tree. Once you've sniffed out the secret spot, pound the ground to make a melon parachute from the sky. Slurp the fruit, then flutter over Pak.



4 Racing for Melons

x7

By breaking open the Mystery Block, you'll start the timed minigame race. If you make it to the end of the straightaway quickly enough, you'll win seven melons. However, Shy Guys will slow you down by stampeding toward you. Before you start your race, clear the track by eating or egging the bashful baddies.

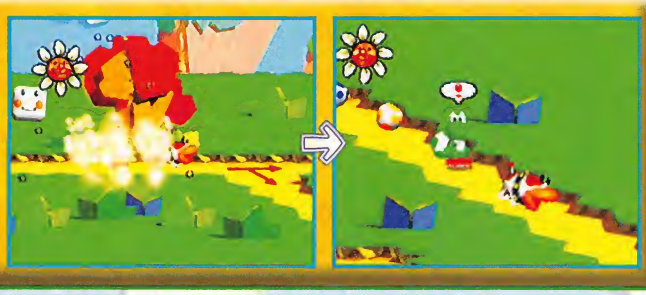




The finish line to the minigame race is at this spot. Clear out all obstacles up to this point before breaking open the Mystery Block that starts the race.

1 Poochy's Nose Knows

Instead of sniffing your way through an entire area, let Poochy and his sensitive nose do the work. Unleash the hound by pounding his hitching post into the ground. When he's free, follow him and stay hot on his paws, because he'll stop at the location of every hidden item in the area. Pound the ground wherever he stops to uncover a secret.





3 The High-Up Heart

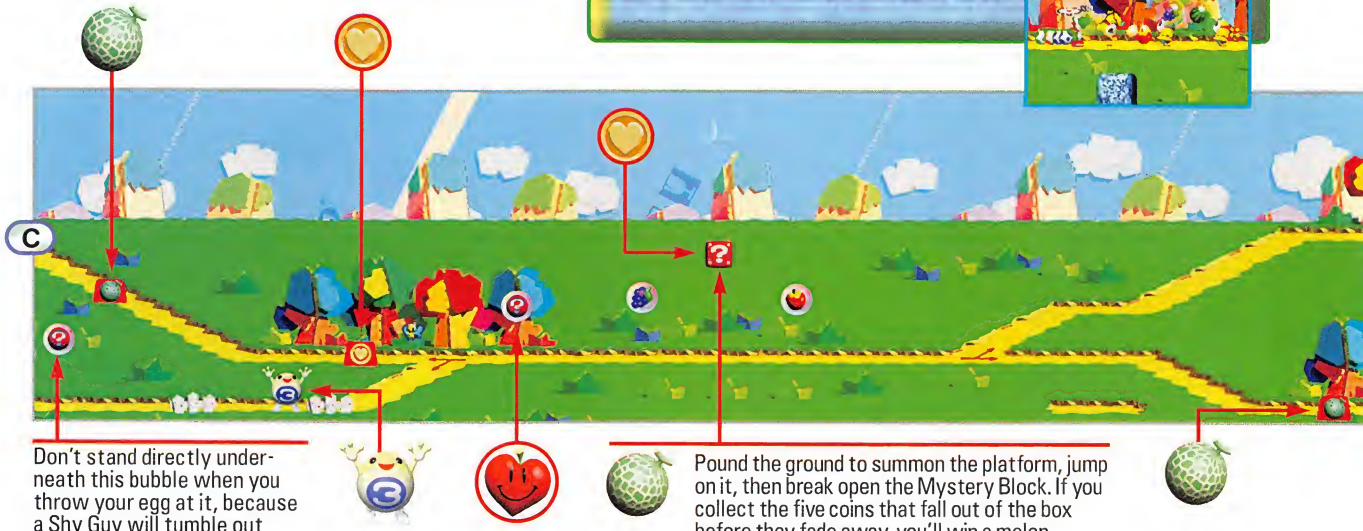
The first heart beats high above the trees. It's more than a jump away, but you can get a step closer to the heart by pounding the ground to make a floating platform appear.



4 Shy Guys in the Sky

In this Yoshi's Story plot twist, Shy Guys, rather than the usual fruit, come spilling out of the Mystery Balls when you shoot them. Position yourself so you're not below the bubbles, egg them, then hit all three Shy Guys with one shot.





Don't stand directly underneath this bubble when you throw your egg at it, because a Shy Guy will tumble out when the bubble bursts.

Pound the ground to summon the platform, jump on it, then break open the Mystery Block. If you collect the five coins that fall out of the box before they fade away, you'll win a melon.

2 Shy Guy Stampede

They're called Shy Guys, but they sure don't act like guys who are shy. As you walk down the path, they'll stampede and just plain get in your face. Be ready for their assault by arming your eggs before venturing down the road.

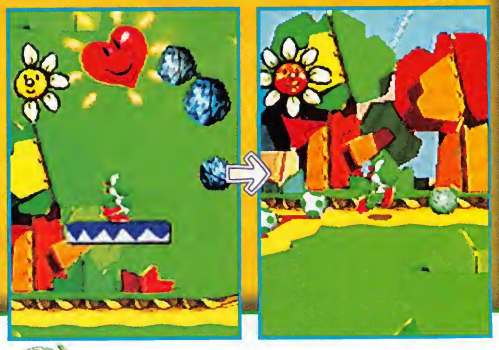


Double threat! Two Shy Guys will rush you, so set your sights on pelting both of them with a single egg.

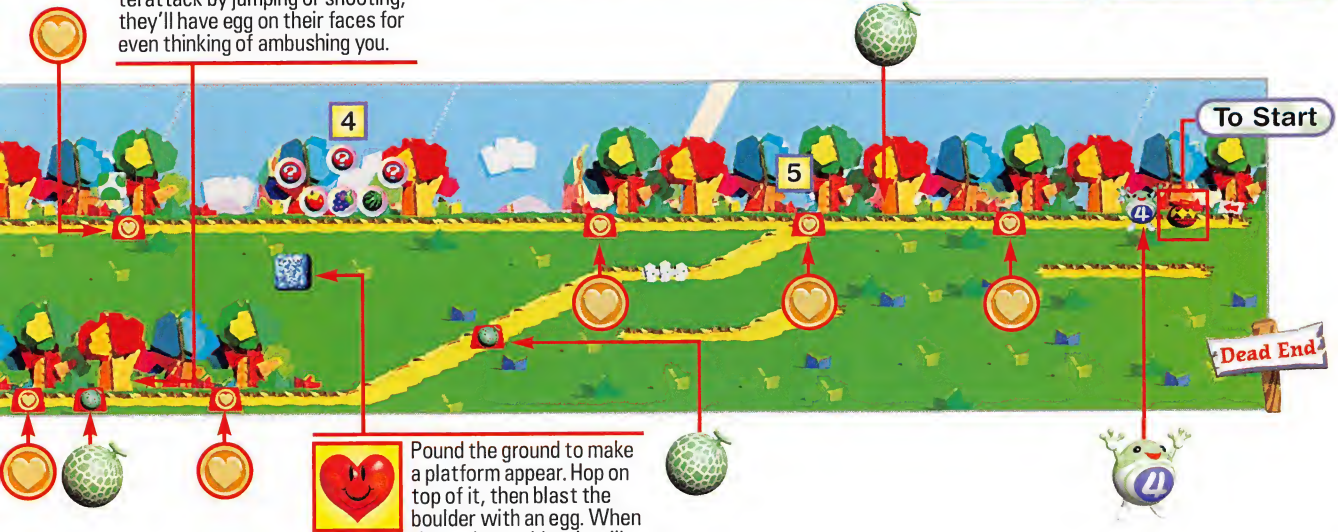


5 Heart of Stone

To uncover the third Special Heart, you must hurl an egg at the square, blue boulder. Once you've collected the heart and the area's other two Special Hearts, head to the right. When you rejoin the main road, a melon will land at Yoshi's feet.



Sneak attack! Three Shy Guys will jump out of the bushes and rush you, but if you're prepared to counterattack by jumping or shooting, they'll have egg on their faces for even thinking of ambushing you.



Pound the ground to make a platform appear. Hop on top of it, then blast the boulder with an egg. When the rock crumbles, it will reveal a Special Heart.

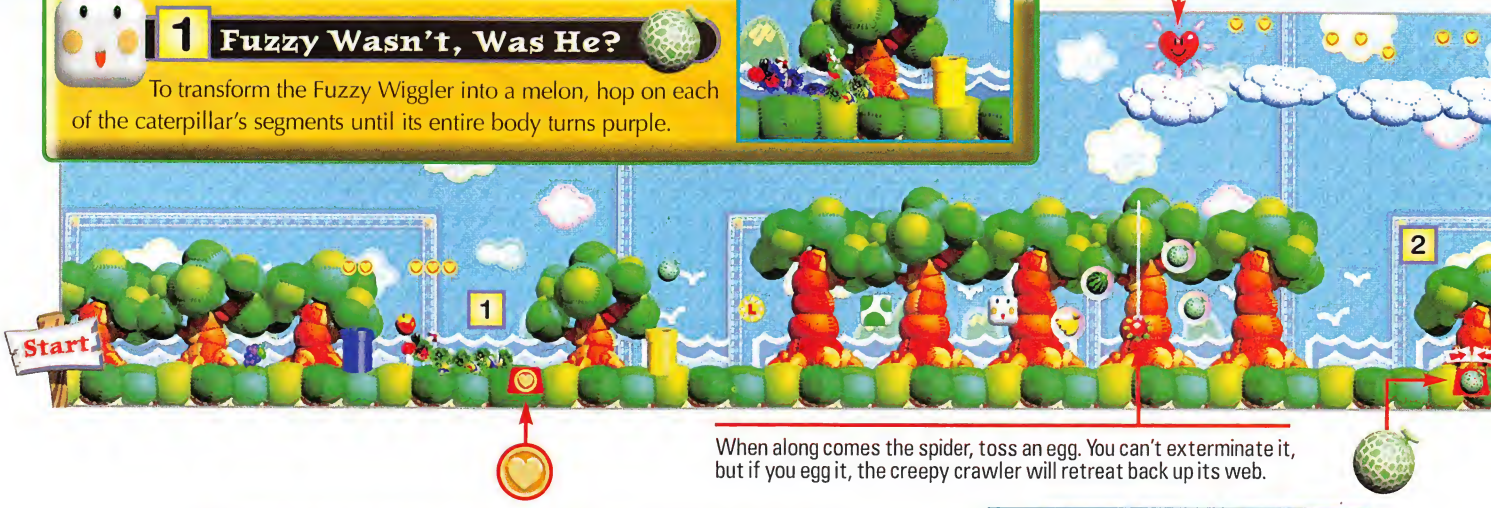
1-2 Surprise!!

Surprise!! lives up to its name by catching unsuspecting Yoshis off guard with volumes of secrets and unexpected enemies, like Shy Guys lurking in trees and detours through clouds.



1 Fuzzy Wasn't, Was He?

To transform the Fuzzy Wiggler into a melon, hop on each of the caterpillar's segments until its entire body turns purple.

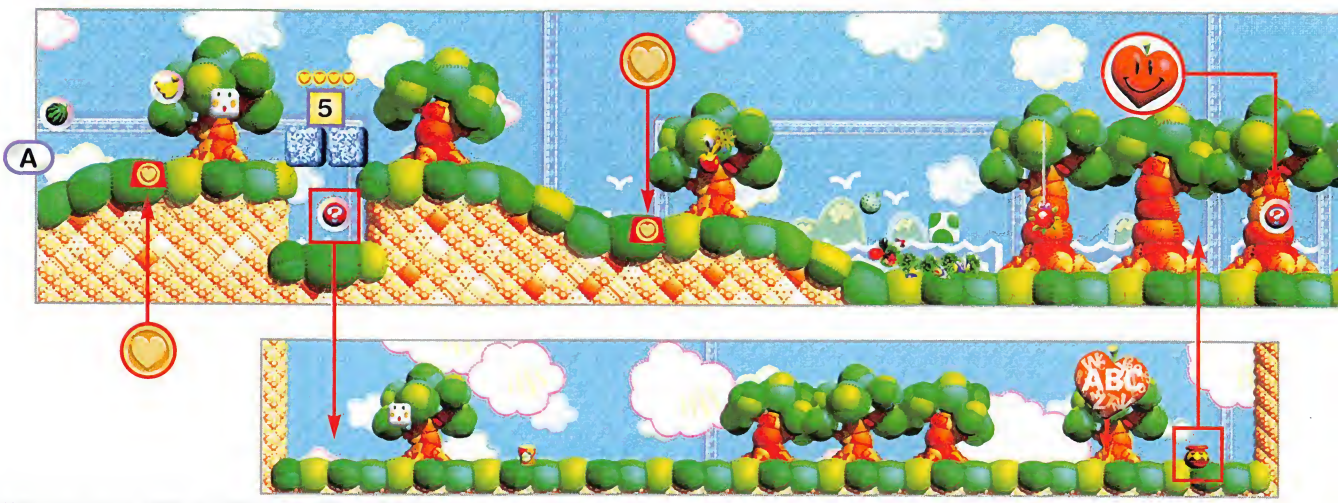


When along comes the spider, toss an egg. You can't exterminate it, but if you egg it, the creepy crawler will retreat back up its web.

4 A Happy Bouquet

With all the Shy Guys, Fuzzy Wigglers and spiders crawling around this chapter of Yoshi's Story, you'll need a special boost to keep your Smile Meter happy. Luckily for Yoshi, a Power Flower blooms next to the pipe.





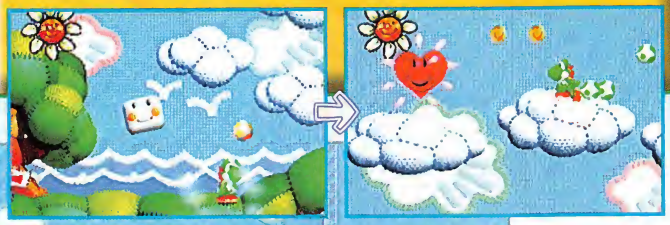
2 Watch That Tree!

If you sniff around the tree, you'll catch wind of a secret between the two signs. Pound the ground at that spot to make a melon appear. Your seismic stomping will also shake a bunch of Shy Guys from the tree, but as long as you're standing between the signs, your foes won't fall on you.



3 A Walk in the Clouds

Shoot the Mystery Ball to reveal the switch. When you stomp on it, clouds will temporarily appear. Quickly hop up them like stepping stones to reach the heart that smiles high in the sky.

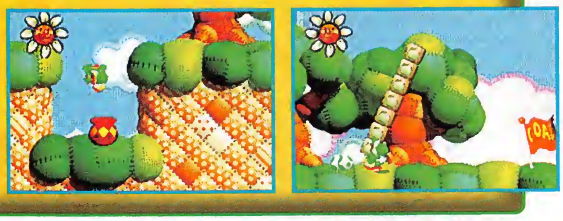




If you've been eating only melons, this will be your sixth melon in a row, and it will earn you a Heart Fruit. When you eat the heart, a row of coins will appear at your feet.

5 Balancing Act ×7

Blast the Mystery Ball, then enter the vase. After egging the Shy Guy, play the minigame by carrying the stack to the right and balancing it so it tilts in the direction you're walking.





To B Page 26

Climb onto the yellow pipe and perform Yoshi's ground pound. When you pound the pipe, a Special Heart (along with a pack of Shy Guys) will respond to your call.

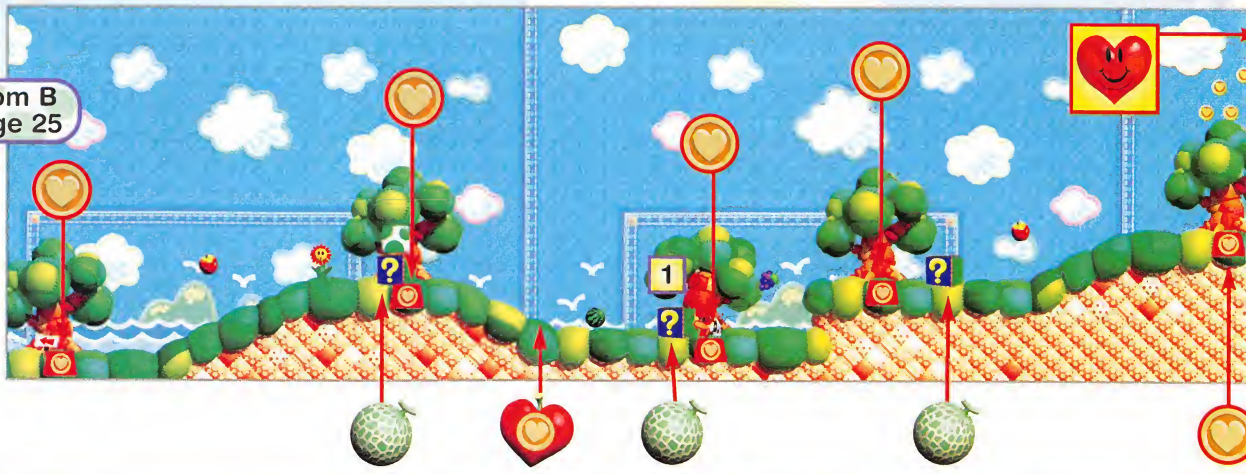
The Shy Guy flies overhead taunting you with his cargo of fruit. To reach it, lash your tongue out while standing on the pipe. While you're on the pipe, pound the ground, too, for some coins.

1 What's in the Box?

If you shoot an egg at the crate, the balloon baddie who's stuffed inside will inflate and begin huffing and puffing at you. Eggs will defeat the Air Bag, but your shots will do no good unless you hit the balloon's weak spot. X marks the spot, so fire away at its X-shaped bandages. A few hits will deflate your foe into a melon.



From B
Page 25



3 Heads Up! ×2

Shoot the ball, then get on the log. Push up to inflate the balloon that wears the log as a hat, then guide it up to reach the flying Shy Guys' melons.

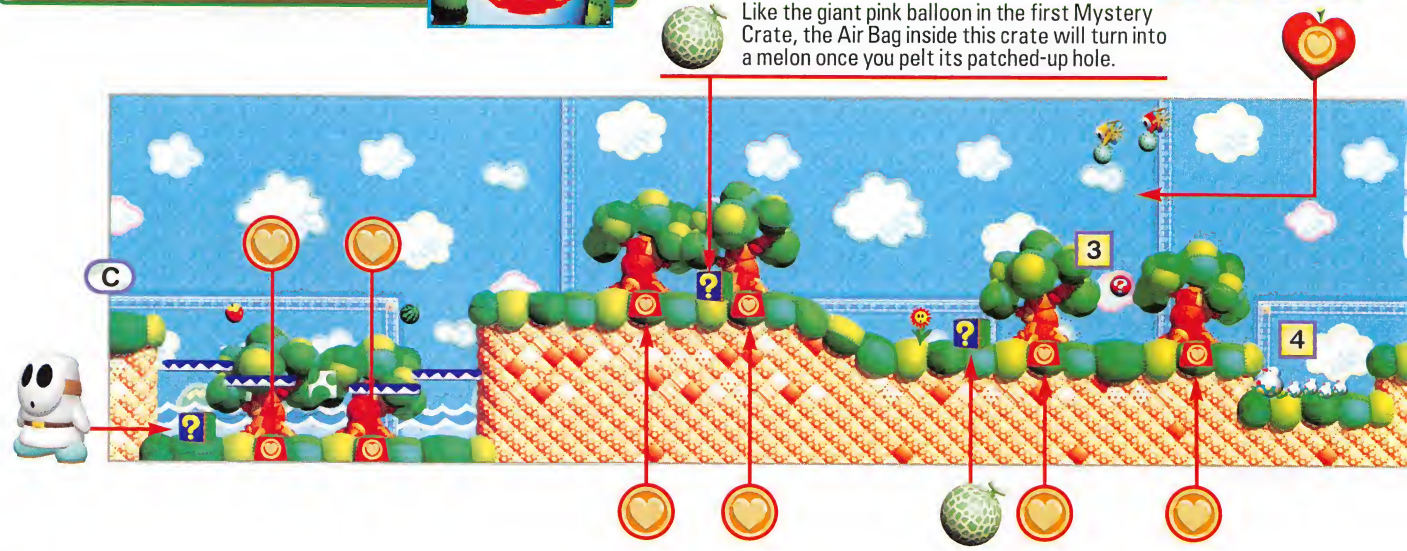


4 Bird Boomerangs

Walk by the bird's babies to tow them like eggs. You can throw them like eggs, too. And like boomerangs, they'll come back to you after you toss them.



Like the giant pink balloon in the first Mystery Crate, the Air Bag inside this crate will turn into a melon once you pelt its patched-up hole.

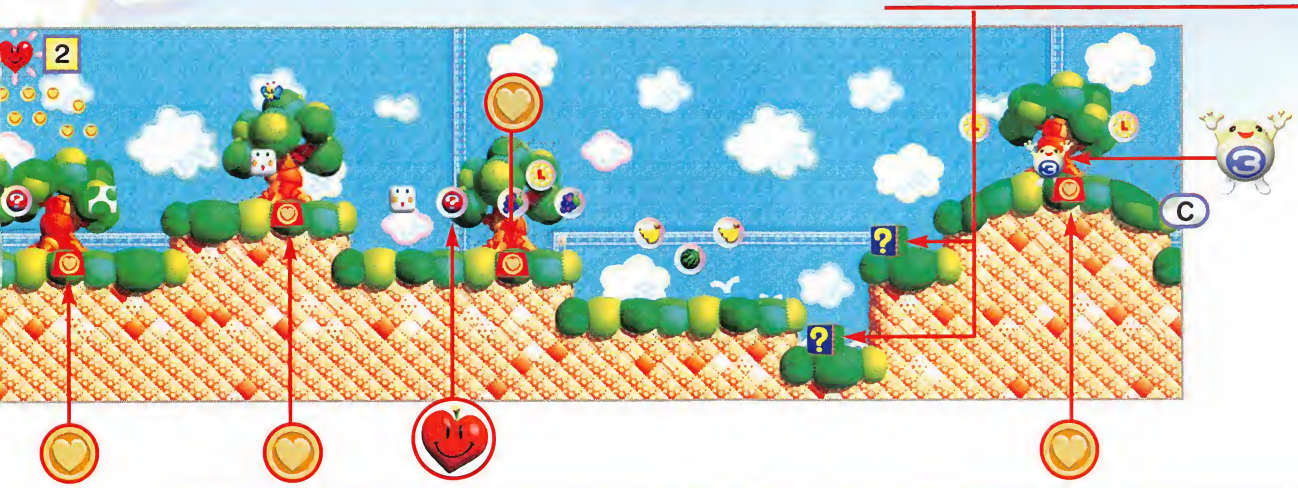


2 Head in the Clouds

To reach the Special Heart and the coins that glow in the sky, shoot the Mystery Ball that will unload an inflatable friend. Hop on its head, then push up to extend it skyward.



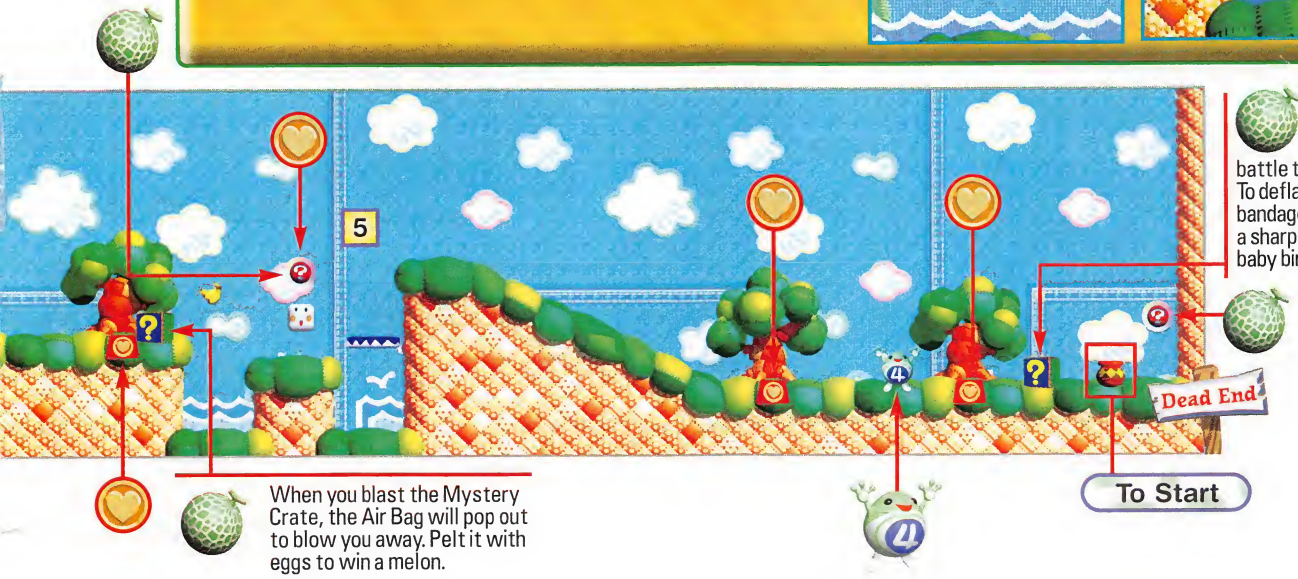
One of the recurring themes of Yoshi's Story is that the game's secrets often emerge when you push crates together. Push the right crate off the cliff. When it lands on the left crate, each box will transform into a melon.



5 Coin Collecting

Five coins will spill out of the Mystery Ball when you shoot it with one of your eggs. If you scoop up all five before they disappear, you'll win a melon. Since the coins will roll into the left and right pits, shoot the Mystery Ball from the platform so that you can collect the coins in one long flutter jump to the left.





For a melon, shoot the crate, then battle the pink Air Bag. To deflate it, shoot its bandages. If you're not a sharpshooter, use the baby birds as ammo.

When you blast the Mystery Crate, the Air Bag will pop out to blow you away. Pelt it with eggs to win a melon.

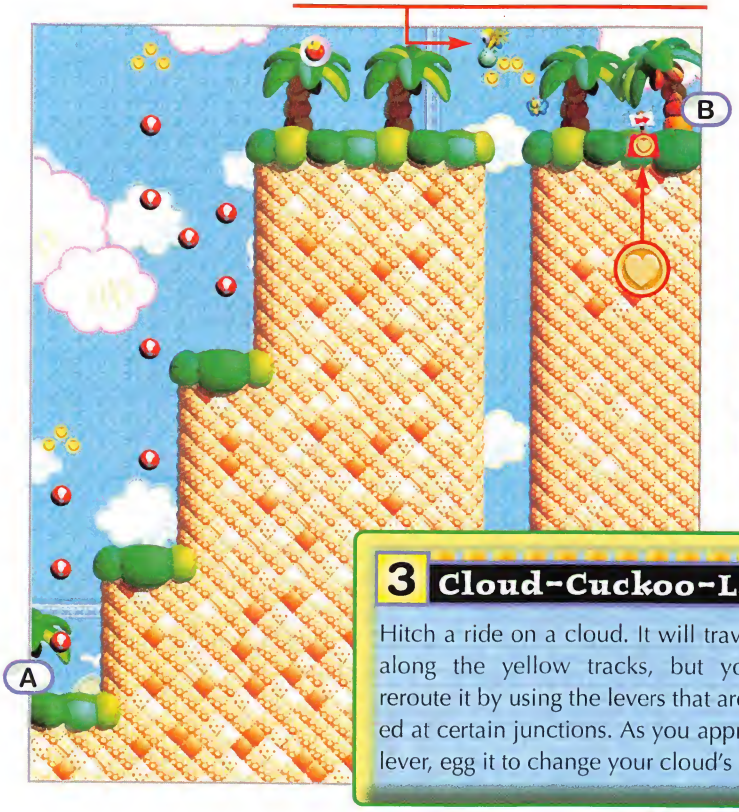
1-3 Rail Lift

The Rail Lift rewrites the book on weather patterns. In this chapter of Yoshi's Story, clouds fly along floating tracks. The clouds are solid, too, so Yoshi can walk or ride on them.

Earn pocket change for pounding the ground. When you perform Yoshi's seismic stomp beneath the Message Block, four coins will rain down from the sky.

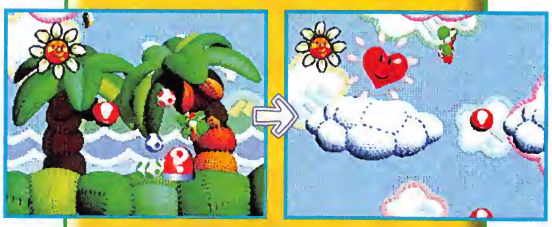


Egg the flying Shy Guy. You'll earn more points for blasting him than eating him, and you'll have room in your stomach for his melon.



2 Sky Walking

Hop onto the red Surprise Ball, then aim up and to the right, past the bananas. Egg the bubble, hit the switch, then quickly follow the trail of Surprise Balls that appears. Hit the switch atop the cloud, then head left for the heart.



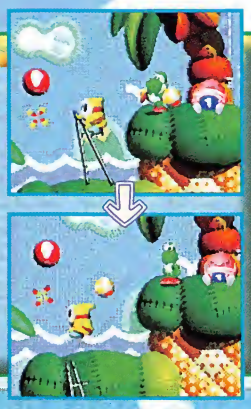
3 Cloud-Cuckoo-Land

Hitch a ride on a cloud. It will travel only along the yellow tracks, but you can reroute it by using the levers that are located at certain junctions. As you approach a lever, egg it to change your cloud's course.



1 The Taller They Are

Before you can attack a Shy Guy on stilts, you must first diminish his height advantage. Hurl an egg at the back of the Shy Guy's head to knock him off his high perch. If the towering Shy Guy plods too close, shove him away by whipping his stilts with Yoshi's tongue. Only after you've knocked him off his stilts can you win points for defeating him.

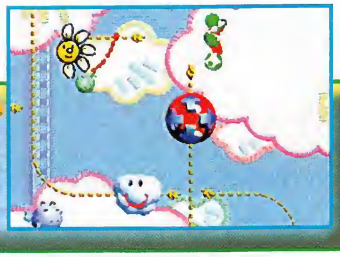


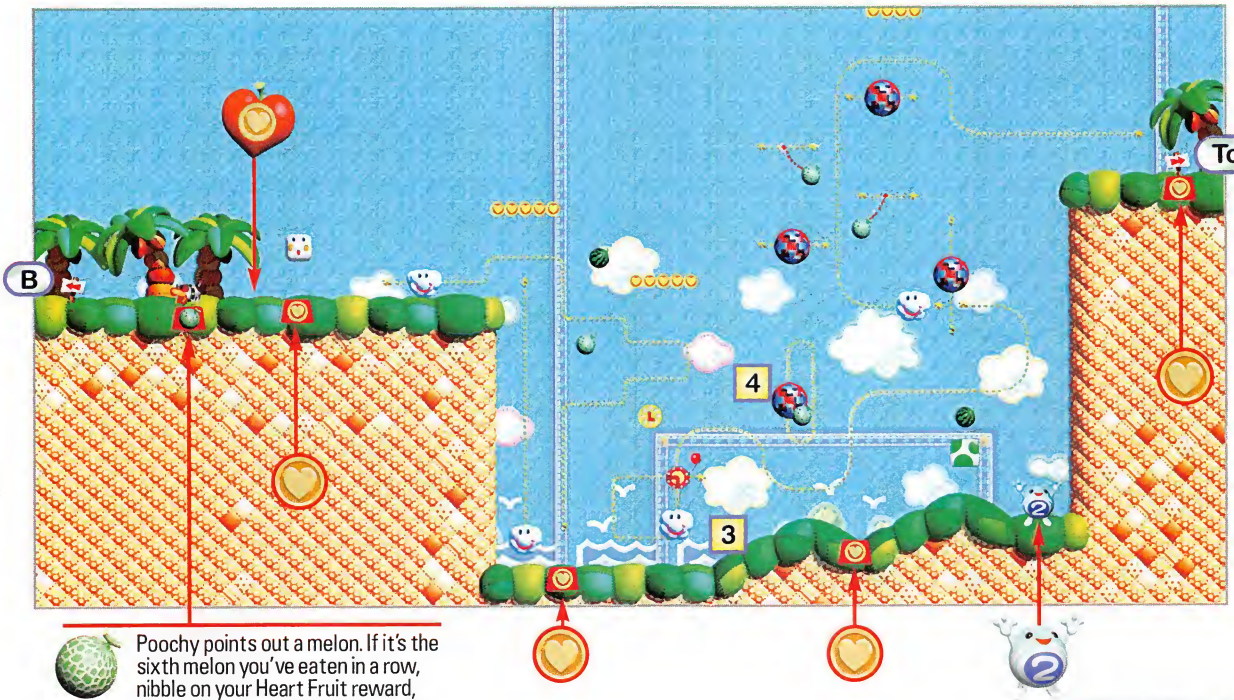


By activating the switch inside the Mystery Ball, you'll be able to reach a Special Heart and Power Bee.

4 Beware of the Bumper Ball

The Bumper Ball can catapult you high into the air if you land on top of it. It can also bounce you off your cloud, so flutter away if your cloud nears it.





To C Page 30

Poochy points out a melon. If it's the sixth melon you've eaten in a row, nibble on your Heart Fruit reward, then hop on the cloud to collect the coins that will temporarily appear.

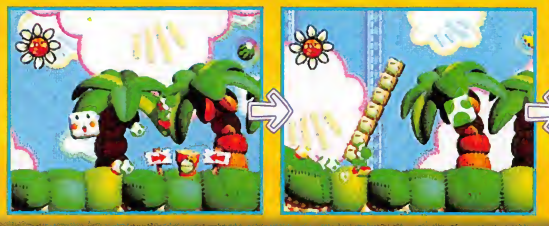




1 Special Delivery

x7

Stand at the flower pot between the two signs, then pound the ground to start the minigame. If you can catch the seven boxes that drop from the sky and deliver them to the flag at the other end of the straightaway, you'll score seven melons. As long as you can keep the stack of boxes tilted in the same direction as you're walking, you'll be able to keep the pile balanced.







2 Leveraging Melons

Here's a sob story: you try to shoot the Mystery Ball, but the large ball that orbits around it always blocks your shots. Redirect the large ball by shooting the lever, then, when the coast is clear, blast the Mystery Ball.



3 Switched On Melons ×2

Shoot the Mystery Ball to reveal the Mystery Switch. When you stomp on the switch, two melons will briefly appear on the pipe by Miss Warp #4. To gobble the fruit before they disappear, dash to the right pit and across the floor of clouds that you've temporarily activated with the switch. Ride the last cloud up the cliff, then hit the next switch. Continue right, then ride the cloud and shoot the Delay Switches to buy more time.

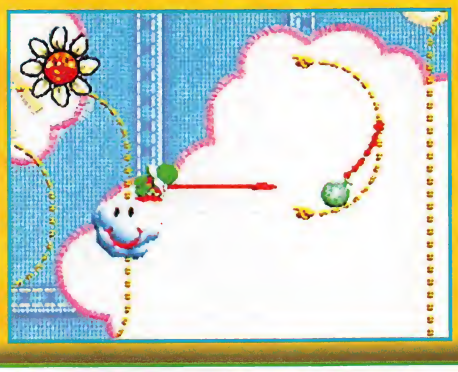


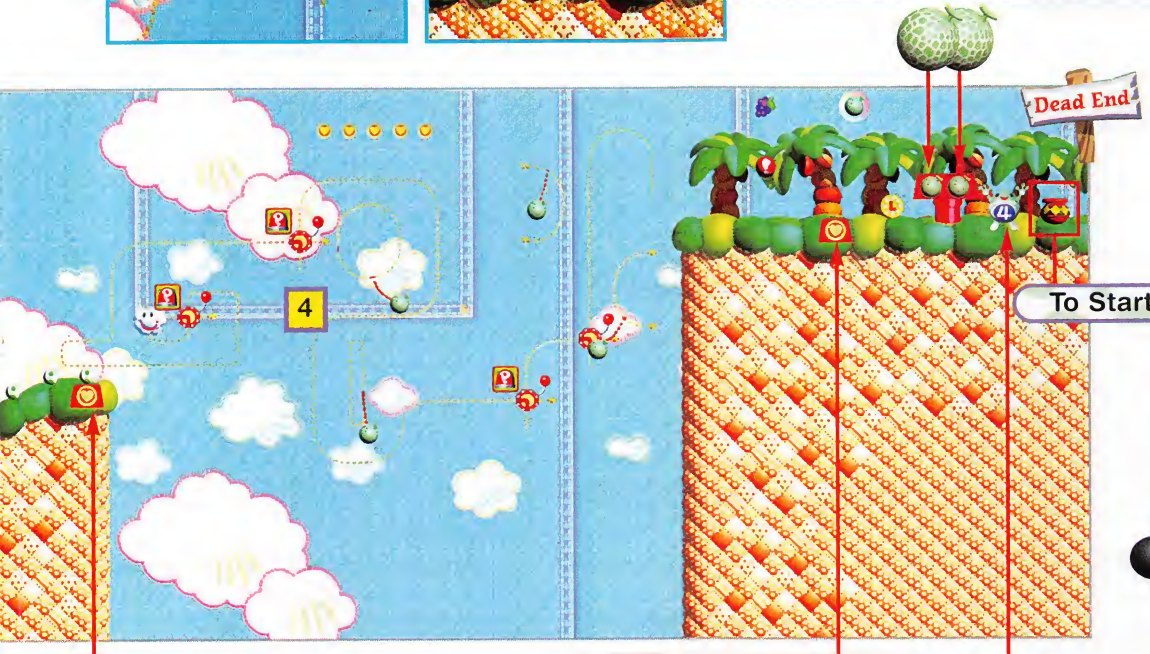




4 Recruiting Fruit

Since the two melons that appear on the pipe by Miss Warp #4 quickly vanish, never to return, be sure that you nab them before bothering with the other melons that you spot along the way. Once you've written off the pair of melons from this section of the story, return to the left and harvest the melons you had hastily passed up. Though the melons swing in the sky like pendulums, you should be able to reel the fruits in by licking in their general direction.



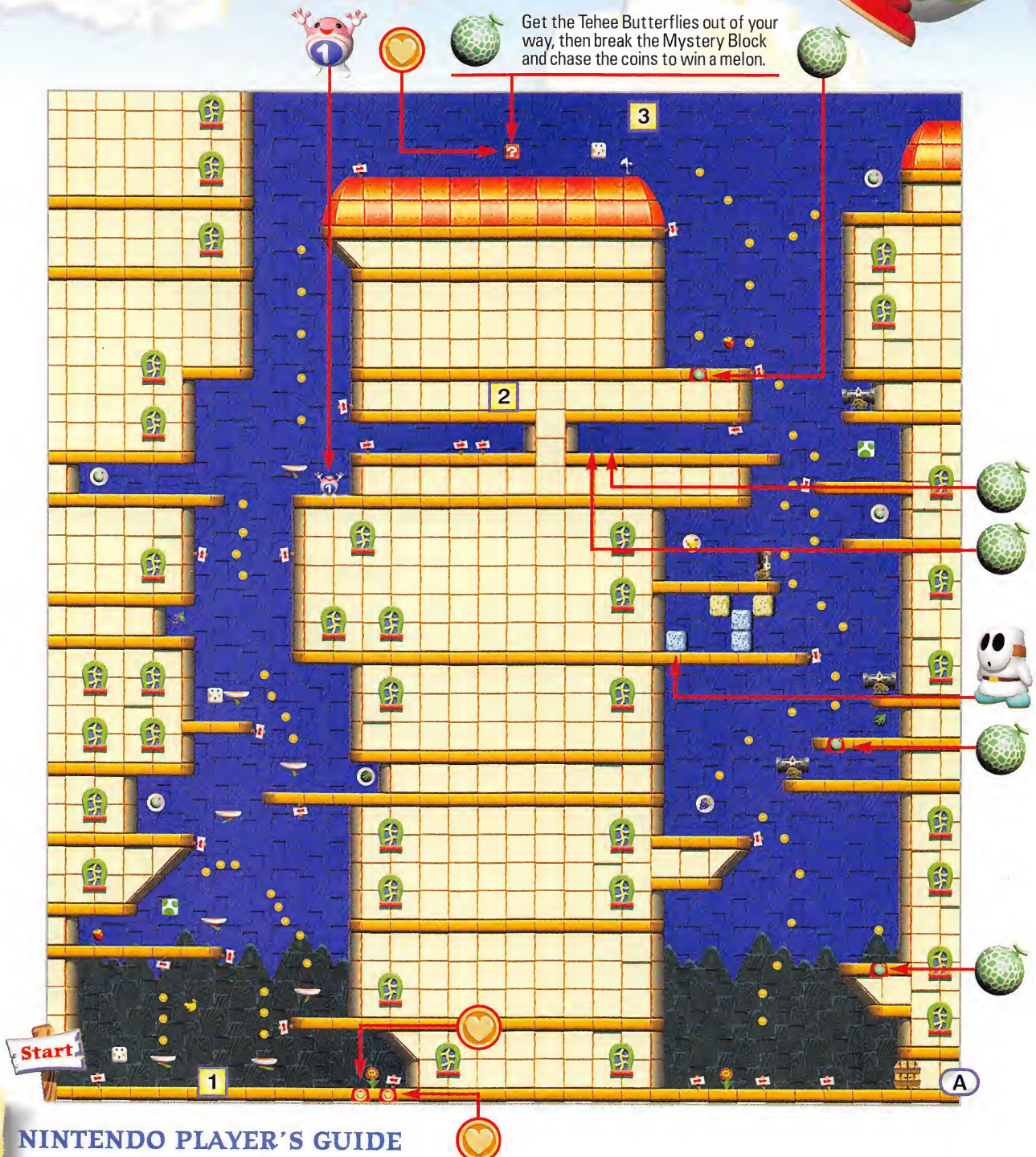




Eight hidden coins lurk somewhere in the final stretch of the Rail Lift stage. Sniff around by the second tree, then pound the ground to claim your fortune.

1-4 Tower Climb

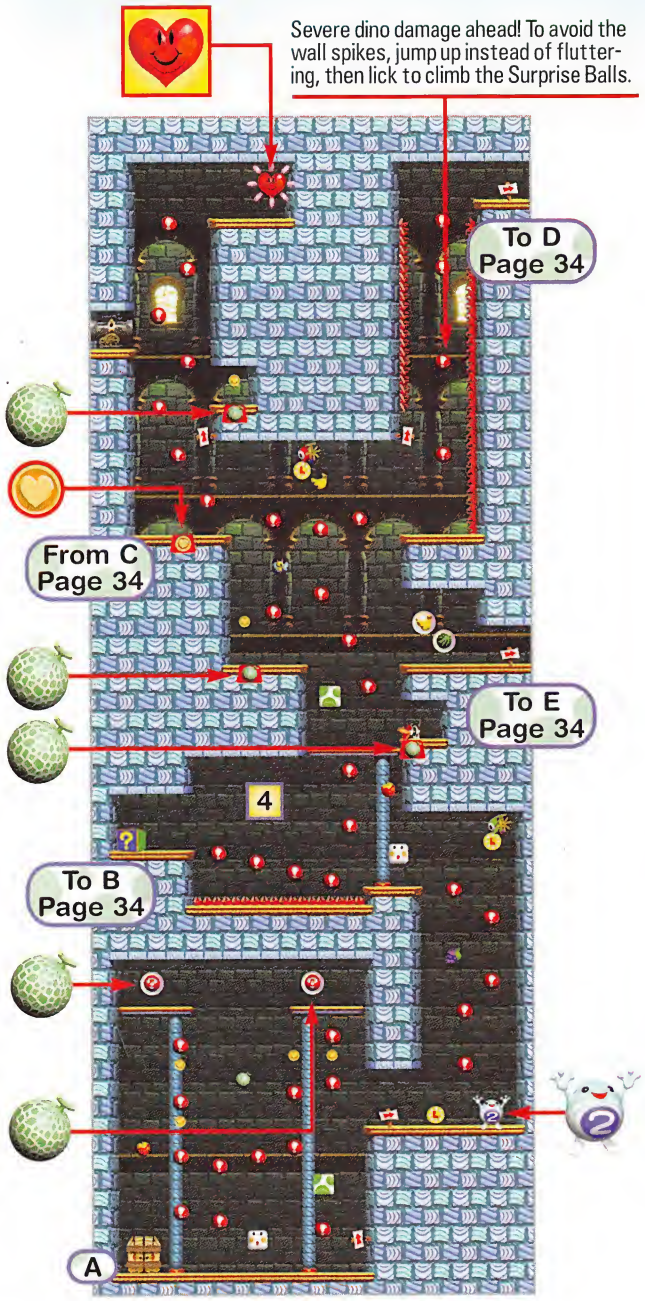
In the first vertical chapter of Yoshi's Story, the dinos will ride flying saucers or the wind (literally) to reach the top of a sky scraping tower. Getting back down is another story.



1 Stranger Than Fiction UFOs

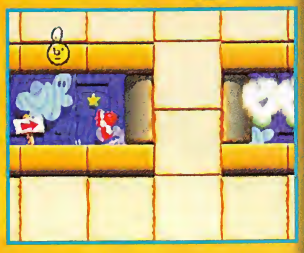
A dinosaur on a flying saucer? That's a tall tale that's too unbelievable for even The X-Files! Strange, but true, Yoshi can hop on a propeller-powered saucer to hover to the heavens. Even weirder, the saucer will disappear if you steer it into a wall or ledge. Keep Yoshi's tipsy UFO balanced by wiggling the Control Stick left and right.





2 Against the Wall ×2

Enter the tunnel, then follow the signs to the right. Though the arrow signs seem to be directing you to a dead end, they're actually pointing out a secret: the moment you reach the wall, two melons will appear on the opposite side.



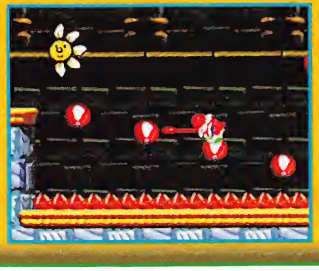
3 Bumbershoot Parachute

To make your leap from the tower more manageable, grab the umbrella, then hold the A Button to open your chute. Free-falling and fluttering can seem easier to control, so you may want to avoid the picking up the parasol.



4 To the Minigame

The floor leading to the minigame is barbed with spikes, so avoid getting licked by slurping your way across the Surprise Balls. When you safely plant Yoshi's feet on the left ledge, head for the crate. Inside it is the vase that warps you to the minigame.





1 The Broad Jump x7

The story behind this minigame is to jump and flutter off the ledge as far right as you can without touching the ground. Numbered markers line the landing strip, and the number you land nearest will be the number of melons you win. Take a few practice runs, then hit the Mystery Box to start the broad jump. Above all, be sure to make your leap before you pass the flag.

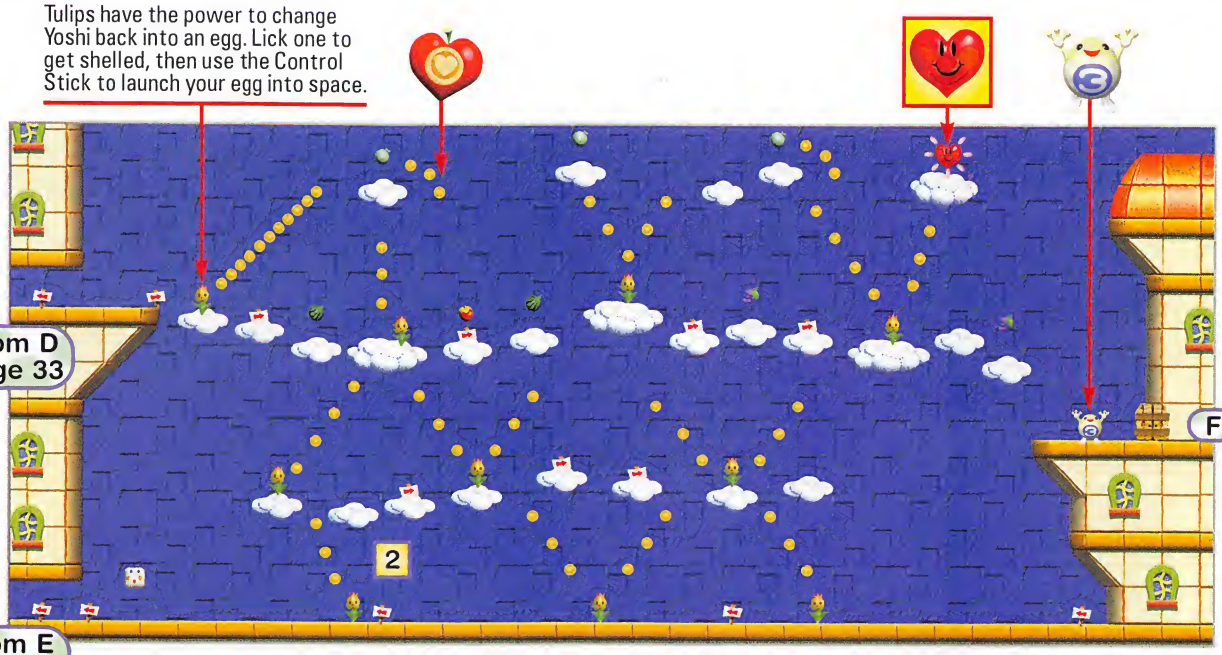




From B Page 33

To C Page 33

Tulips have the power to change Yoshi back into an egg. Lick one to get shelled, then use the Control Stick to launch your egg into space.



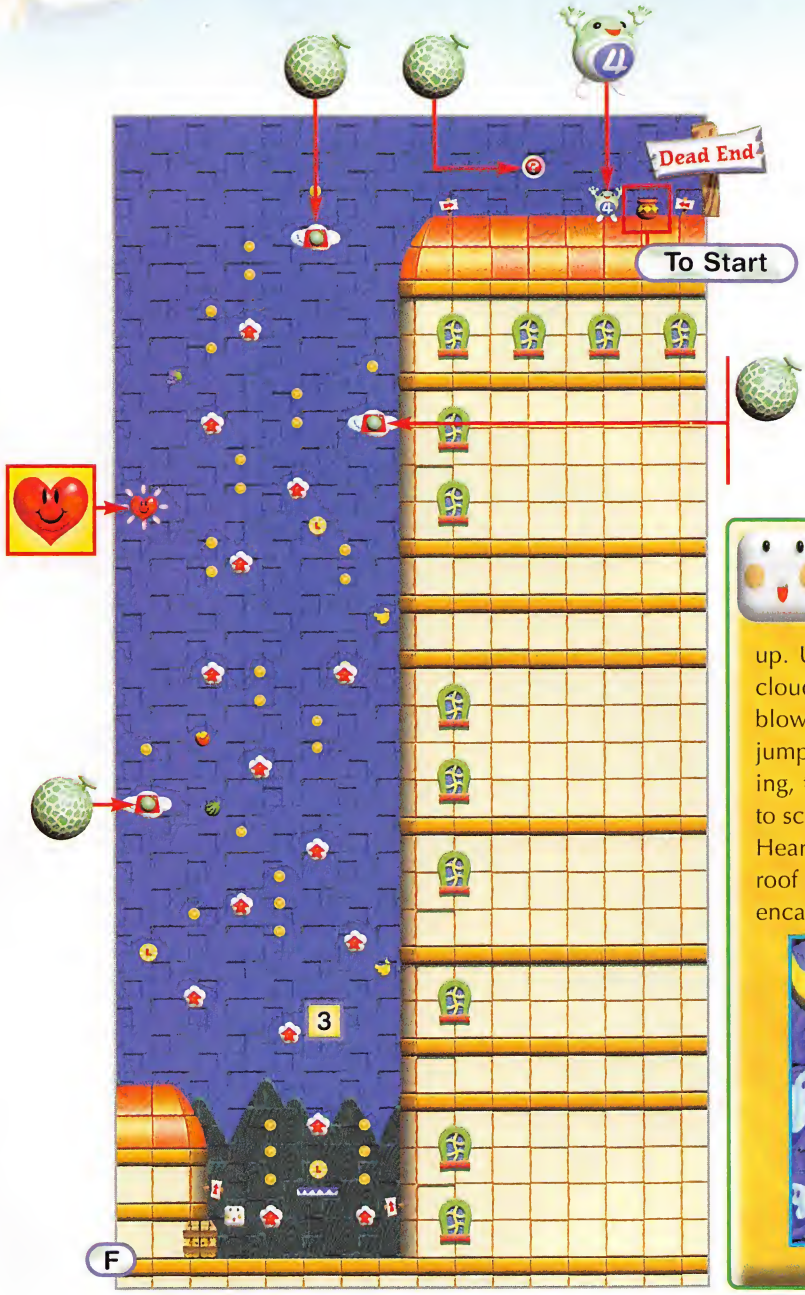
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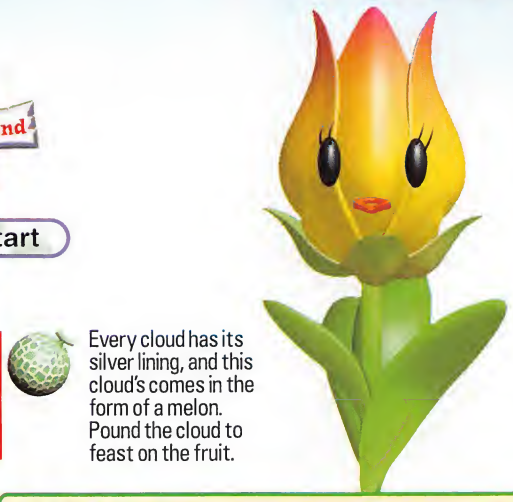
From E Page 33

2 Sunny-Side Up to the Sun

Lick the Tulip to become a rocket-powered egg. Hold the Stick in the direction opposite of where you want to go, then release it to blast off. To change back into Yoshi, tap the Z, B or C Button.







Every cloud has its silver lining, and this cloud's comes in the form of a melon. Pound the cloud to feast on the fruit.

3 Up, Up and Away ×4

The clouds with the red arrows blow air straight up. Using the platform elevator, jump into one of the clouds' updrafts to catch some air. When the cloud blows you as high as its breeze will take you, flutter jump to inch your way up to the next cloud. By floating, then fluttering from cloud to cloud, you'll be able to scour the skies for fruits, melons and a single Special Heart. Once you've picked the fruits, soar to the tower roof to snag the melon encased in a Mystery Ball.



Page 2

Cavern

As the pages turn, Yoshi heads underground to face the terrors of the Bone Dragon Pit, Blargg's Boiler, the Jelly Pipe and Torrential Maze. Our young Yoshis face dangers that would freeze the souls of lesser dinos, but where there's a way.

1 Bone Dragon Pit



Coin Totals	
	= 46
	= 26
ABC	= 57
Total	= 129

High Score = 5,758 Your Best =

For a change of scenery, the Yoshis will venture underground. Change isn't always good, because beneath the earth they'll get a vicious ribbing from the skeletal Bone Dragons.

2 Blargg's Boiler



Coin Totals	
	= 61
	= 0
ABC	= 33
Total	= 94

High Score = 5,620 Your Best =

The story will begin heating up in Blargg's steaming lair, where the Yoshis will have to prance across rickety bone bridges suspended over boiling seas of lava.





3 Jelly Pipe

Coin Totals	
	= 41
	= 22
ABC	= 53
Total	= 116



High Score = 5,690 Your Best =

The Yoshis stumble across a pipe that leads underground. If they decide to enter the Jelly Pipe, they'd better be ready to take on the thing that coated the entire tunnel with slime—a giant slug.

4 Torrential Maze

Coin Totals	
	= 50
	= 24
ABC	= 57
Total	= 131



High Score = 5,605 Your Best =

The maze adds mystery to the story, since it will be easy to wander about the caverns without a clue. To add to the confusion, rushing water will wash the Yoshis out of some of the book's passages.

2-1 Bone Dragon Pit

Fee, fi, fo, fum, the Bone Dragons have finally come. There's nothing a Bone Dragon likes more than seeing a Yoshi deprived of its fruit. But if the stories are true, they have a weakness or two.



The Mystery Ball contains a melon on a parachute. It's easy to shoot the ball and slurp down the melon, so what's the big mystery?

Stomp in six different spots in the ditch to pound out five pairs of coins and one melon.



1 Let There Be Light

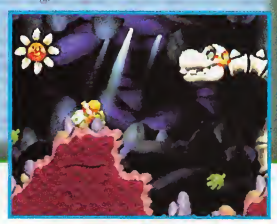
These light patches on the stones almost look like spotlights hitting the ground. What could they be highlighting? In many cases, the lights indicate a secret. If you pound the ground in this area, you'll find a melon and several coins.



2 Drop the Dragon

Bone Dragons have two striking weaknesses. First, they can't stand being hit with eggs. Second, Bone Dragons really, really hate it when Yoshi stomps on their heads with pound the ground moves.







The Mystery Ball, when egged, unleashes moving coins. Run after the coins and collect them. The last coin will turn into a melon.

Blast out the blocks using eggs, then watch out for the Bone Dragon's fiery breath. Wait until the beast catches its breath before hopping through the gap to do battle.

Bone Dragon Pit 2-1

3 Poochy

Poochy has a nose for special items. He can sniff out a Special Heart or hidden lifts as easily as Yoshi can smell a melon. Directly between the two columns, pound the ground to find the first Special Heart. A little farther to the right, pound the ground on the spotlight, then take the lifts to find another melon.





Don't worry if you miss this melon. Go back several screens, then return when the Nipper Spores have landed. The melon will appear once again.

After bopping the Bone Dragon, climb onto the top rock and slurp up the flying Power Bee for a precious boost.

Eat hearty, Yoshi. If you egg the Mystery Ball, you'll reveal a Heart Fruit. Yoshis thrive on Heart Fruit, gaining extra abilities by eating 'em up.

4 Crowd the Cloud

Shoot Lakitu off the cloud, then hop onto it from the Egg Block and guide it up to the bonus area warp vase. Make sure you are in good health and pick up some eggs before warping.





The bonus area contains three Bone Dragons and a treasure of three melons. Shoot your eggs and run out of the line of fire. You may have to pound the ground on a dragon's head, so shoot the eggs at the higher dragon heads.



The second trigger melon, or the twelfth melon in the Bone Dragon Pit, activates the secret coin formation. The first trigger melon just gives you a Heart Fruit.

1 The Heart Switch

When you shoot the Mystery Ball that's beside the Message Block, it turns into a Mystery Switch. Jump on the switch and, voila, a Special Heart will pop up on the far side of the wall. Go down, left and up to retrieve it.



From C
Page 39



Shoot an egg directly into the middle of this grouping of four coins to get a hidden melon. Once you eat the melon, you can collect the coins.

2 Tulips x4

A Yoshi at the bottom of the Bone Dragon Pit can end up with a wealth of melons. Lick the Tulip on the right side of the cave and shoot up to the highest platforms. Pound the ground on the white spots to make the melons appear.



3 Black Yoshi

A very special Yoshi surprise awaits the enterprising dino who licks the Tulip on the left side of the cavern and flies up to the chamber with the Mystery Ball. One shot with an egg will release a spectacular black and white egg that will trail after you. If you finish the stage, a new Black Yoshi will join the Yoshi herd, and you'll be able to select it on future stages.





4 Minigame x7

Take the vase to reach the bonus area. Once you're there, hunt down the Shy Guys and gobble them up before stomping the ground near the pot. Now you'll have a clear path for your balancing act. If you reach the end of the course with the boxes, each will become a melon.



5 Three Dragons Rough

Once upon a time, a Yoshi shot a Mystery Block and out popped a vase that led to three fierce Bone Dragons. The little dino brought enough eggs to blast the four stones blocking the way, then he had to pound the dragons on their heads before they coughed up the third Special Heart. With all three hearts from the pit, the Yoshi lived happily ever after...or at least until Page Three.











2-2 Blargg's Boiler

To Blargg, or not to Blargg, that is the question: whether it is nobler for Yoshi to suffer the lava and heat of outrageous Blargg attacks or simply ignore the twit and gobble fruit.

1 Waiting for Blargg

Blargg pops out of the fiery fumes and waggles his tongue at any hapless Yoshi who happens to pass by. Don't be intimidated, and don't waste your eggs trying to defeat him. Wait a few seconds. Blargg will submerge, then you can jump over him.





Lava Ghosts and Spark Spooks leap out of the lava, making passage on the bridges a dangerous prospect. Wait until the flying fireballs return to the lava before heading out.



The melon in the bubble has a parachute, which means that you can stand directly beneath it, shoot it with an egg, then gobble it up at your leisure. The Lava Ghost won't be a threat.

4 Hopping for Melons

The big bone dips toward the lava under Yoshi's weight. You don't have much time, so shoot the melon in the bubble, then jump to the solid bone to the right. The melon will drift slowly downward on its parachute, giving you enough time to jump back to the pivoting bone, which will have risen up again. From there you'll be able to lap up the melon.





Eat the Puffer as you cross the bridge, being careful to stay out of range of the Spark Spooks. Since the Puffer has yellow and light blue stripes, Yellow and Light Blue Yoshis will earn the most points for defeating it.

2 Thirty Easy Melons

Blargg's Boiler is the easiest stage in the game for collecting 30 melons. There are two main strategies. First, you can use the sniff technique to uncover hidden melons. Most of these you'll find on the solid bones. The other melon-gathering strategy is to memorize which melons will drop instantly and which melons will drift on parachutes.





3 Heart Droppers

The first Special Heart in Blargg's Boiler is located beneath one of the big, pivoting bones. Simply stand on the bone and let Yoshi's weight carry you down to the heart. It doesn't get much easier than this. Another method for picking up hearts is to shoot them with eggs.





Each of the flying Shy Guys holds a melon. Wait until the they flutter directly overhead, then use Yoshi's talented tongue to steal the melons away. Be careful not to slurp up the Shy Guy instead, as the melon will drop into the lava if you do.

5 Bubble Pushing

One of the most frustrating parts of Blargg's Boiler is that fruit keeps dropping into the lava. In this case, push the bubble with the melon inside to the left until it's positioned above the solid bone instead of the bridge. Now, when you shoot it down, the melon will land on the bone and stay there until you eat it.





To B Page 44

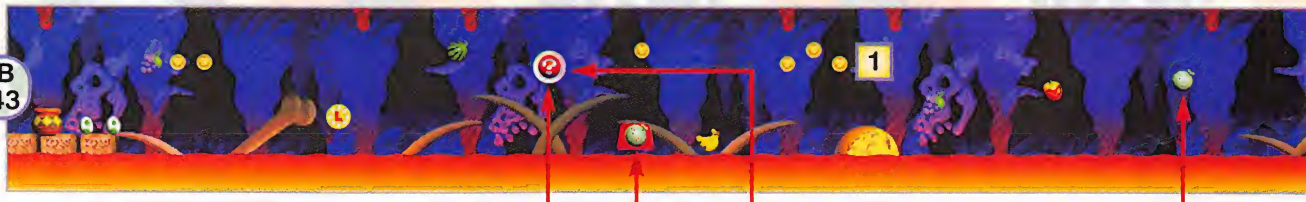
Beware of Lava Ghosts! The burning boo-meisters surge out of the lava pool near the ends of the bridge. If you're standing on solid bone, the Lava Ghost will miss you, but edge out just slightly and you could be toasted.

1 The Lumberjack Roll

Just like those brave lumberjacks in the north woods who danced across rafts of floating logs, Yoshi must learn to roll a huge wooden ball across a pool of lava. Fortunately for Yoshi, it's easier than it sounds. When you first hop onto the ball, aim for the very top, because if you jump too far, you'll end up in the soup. Once aboard, stand on the right side of the ball to move it forward, walking back toward the left just enough to keep Yoshi from falling off.



From B Page 43



When you shoot the Mystery Ball, five coins will pop out and bounce away. If you chase them all, you'll get a melon on a parachute from the final coin.

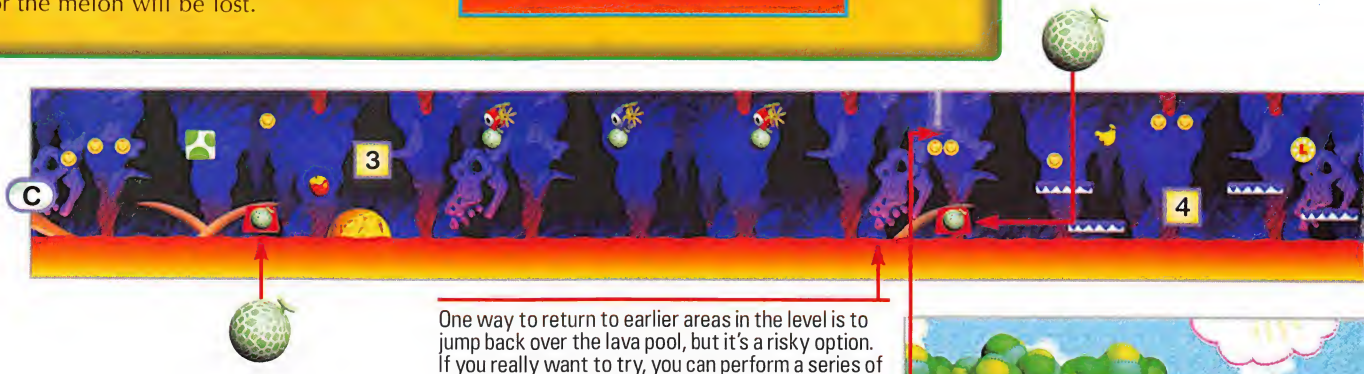
As you're rolling along on the giant, wooden ball, you'll notice a melon floating in the air. When you roll beneath the melon, scamper up to the top of the ball and lick it out of the sky.

3 In-Flight Service ×3

Is there anything as frustrating as the sight of Shy Guys flying all over the place holding sweet, juicy melons? Of course there isn't. You can be stuck on a wooden ball, treading lava for your life while the Shy Guys cavort above. Luckily for you, you can get even. Target Yoshi's tongue with extraordinary precision and snatch the melon away from the offending Shy Guy. Just don't grab the Shy Guy or the melon will be lost.







One way to return to earlier areas in the level is to jump back over the lava pool, but it's a risky option. If you really want to try, you can perform a series of flutter jumps back across the lava pool to the left. It isn't easy. A visit to Miss Warp is much safer.



Blargg's Boiler 2-2

2 Jump before You Munch

The best way to get the parachute melon in the Mystery Ball is to shoot the ball from the pivoting bone, then hop back to the solid rib to the left. When the pivot bone rises, jump back to it and eat the melon.



Sniff around this bone for a special melon-on-a-chute treat. When Yoshi hops with excitement, pound the ground on the spot. Just to be safe, wait for the Lava Ghost to dunk his head back into the lava pool before jumping.



This melon will drop like a rock once its bubble has been burst. As soon as you shoot the bubble, stick out Yoshi's tongue to snatch the fruit from the clutches of gravity.

The easiest way to collect the second Special Heart is to shoot it with an egg from the left bone when Blargg is submerged. You can flutter jump across the hot lava, as well, but you might end up cooking your Yoshi.

4 Need a Lift?

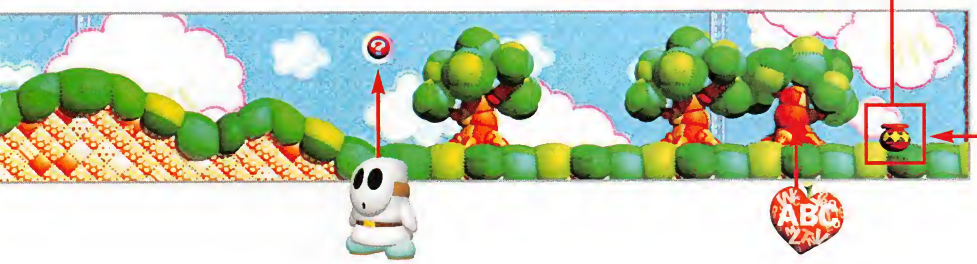
The first five lifts move horizontally, back and forth, while the final two lifts move up and down. While you hop from one lift to another, watch out for Lava Ghosts. You also have to be careful to land on the lifts. Since they're in motion, it's easy to misjudge a jump and end up in the stew.



In all of your previous contacts with the pyro pest, Blargg was content to pop up and stick his tongue out, but now he moves toward you. Wait until he's fairly close, then jump over him. If you jump too early, you won't clear his head.

Talk about getting your fill of happiness. This Special Heart is just as easy to pick up as the first heart. Just stand on the end of the pivot bone to the right and let gravity do all the work. Now you can go to any of the stages in Page Three.





The hills and Shy Guys in this bonus area are enough to upset anyone's plans. Chow down on the Shy Guys before beginning your balancing act with the boxes.

2-3 Jelly Pipe

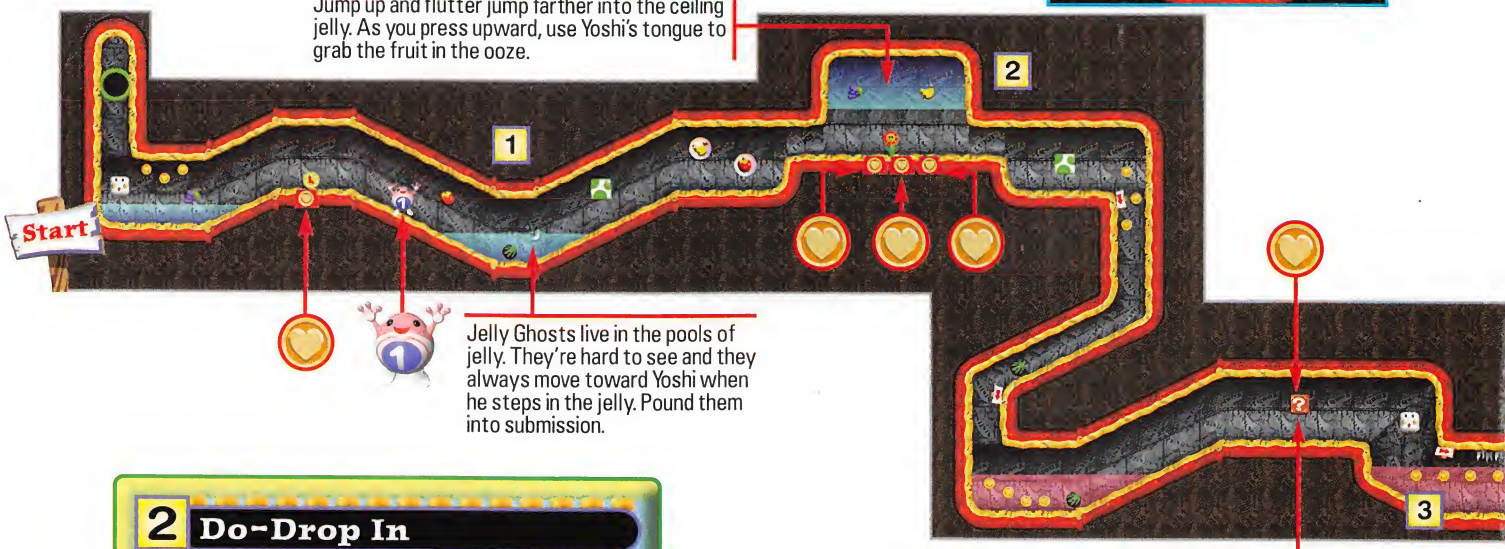
The plot may be thickening, but the floors are getting spongy. That sinking feeling you get in the Jelly Pipe is nothing to worry about; it's just the floor swallowing your Yoshi.

1 Playing in Your Food

Throughout the Jelly Pipe you'll find pieces of fruit buried in the transparent jelly. If it's a piece you want to eat, you'll have to use the ground pound technique repeatedly to push Yoshi down through the jelly to reach the fruit.



Jump up and flutter jump farther into the ceiling jelly. As you press upward, use Yoshi's tongue to grab the fruit in the ooze.

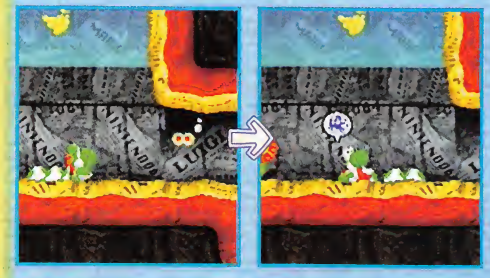


Jelly Ghosts live in the pools of jelly. They're hard to see and they always move toward Yoshi when he steps in the jelly. Pound them into submission.

Collect ten coins from the box while avoiding Do-Drop attacks to win a melon.

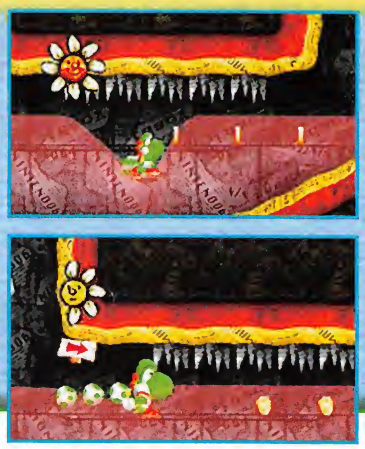
2 Do-Drop In

In the Jelly Pipe, you have to watch your step and your head. Do-Drop drips from overhead when you get close to it. A simple ground pound will flatten the fluid once it has fallen on the floor, but don't eat it!



3 Slow and Safe

The spikes on the ceiling of this passage won't be a problem if you keep Yoshi's head low. Let gravity help you out. Move slowly in the jelly, allowing Yoshi to sink far enough into the gunk so that your dino's head misses the spikes. If you walk forward slowly, Yoshi won't rise up in the jelly.



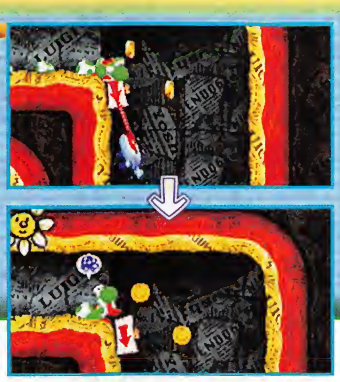
4 Take a Box to the Heart

At the bottom of the steps you'll find a blue Mystery Crate. Push it to the far right wall, then jump from the tip of the crate and perform a flutter jump while pushing up on the Control Stick. You'll end up in a chamber with the first Special Heart.



5 Pink and Blue

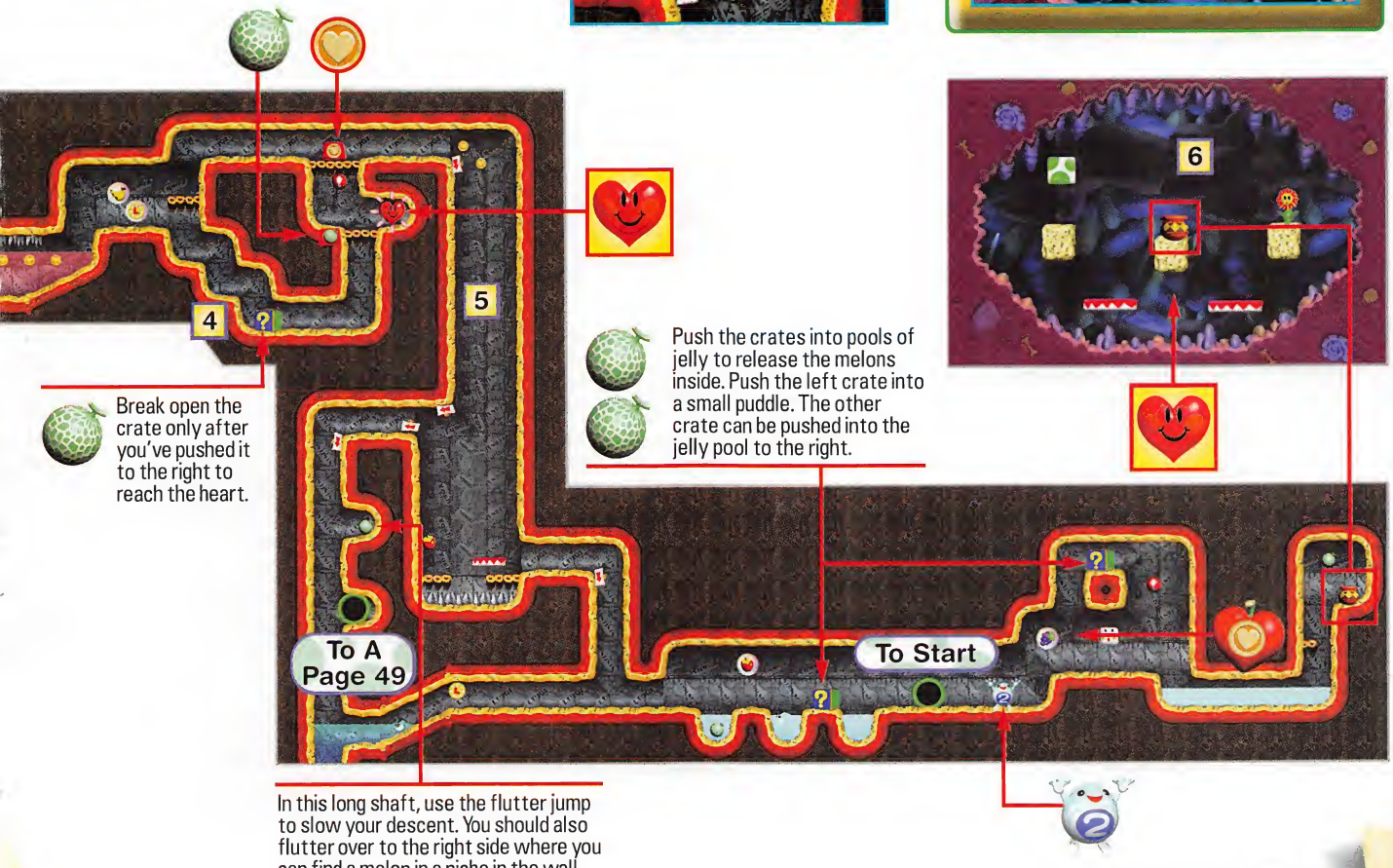
Tehee Butterflies change color from blue to pink. If you munch on a pink Tehee, your Smile Meter will increase by a petal. But woe will be the Yoshi who devours a blue Tehee, for a petal will fall off the Smile Meter.



6 Slug It Out

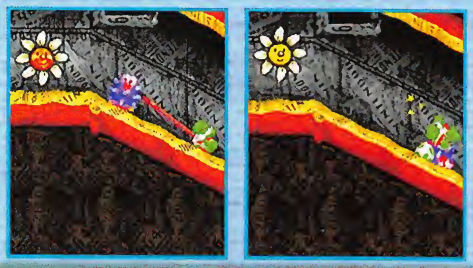
Follow the passage to the right of Miss Warp #2 until you reach the warp vase. The vase will transport Yoshi into a chamber with a huge slug. Use the eggs in the block on the left and aim just in front of the slug. The explosion of fireworks will dazzle the mollusk, and three hits will reveal the Special Heart.





1 Eggs for Free

Once you step out of the tunnel from the first section of the Jelly Pipe, you'll find a bunch of Spiked Fun Guys rolling down the ramp at you. If you stand there and let them roll all over you, you'll take damage. But if you eat them, the Spiked Fun Guys will turn into eggs. It's a great way to stock up.



2 Boo Moves

Boos mirror every controller movement. Up is down and left is right to a Boo.There's an easy way to avoid them and to reach the melon carried along in the center of the Boo family. Simply push the Control Stick down until the Boos are higher than Yoshi's head. With the Boos suspended in air, you can move freely to the left or right and get the melons.



The chamber of melons is blocked by three stones. Shoot them out and collect the melons. There's no secret to it. Outside, you can eat Spiked Fun Guys if you don't have enough eggs to do the job.

When you bring the two Mystery Crates together, you'll get a double helping of melons. The crate at the top of the shaft has to take the big plunge. Jump after it and stay along the left wall, then push the two crates together for twin melons.

Jelly Pipe

2-3



3 Poochy's Lift ×2

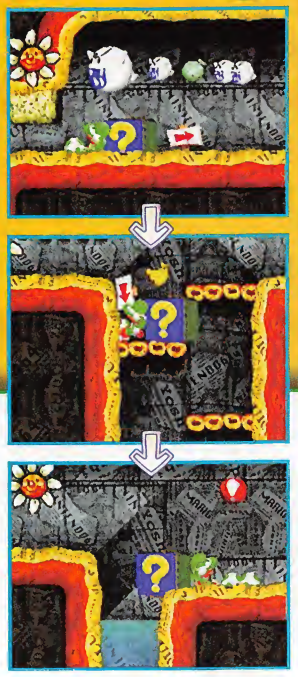
When you pound the ground on Poochy's special spot, you'll activate a series of lift platforms. Before you go up the lifts, make sure you have at least one egg. You'll need that egg to shoot out the stone that blocks the passage to the final Special Heart.



Spiked Fun Guys roll out of holes in the walls. Although they're often a nuisance, they can be very helpful since you can eat them to gain eggs. In this corridor, you can stand on a platform and slurp up the Spiked Fun Guys as they roll below.

4 The Long Way Down

The only way you can get this Mystery Crate to amount to anything is to push it all the way over to the right to the open shaft that has platforms along its sides. Push the crate from platform to platform until you reach the bottom, then dump the box in one of the two jelly ponds to convert it into a melon.



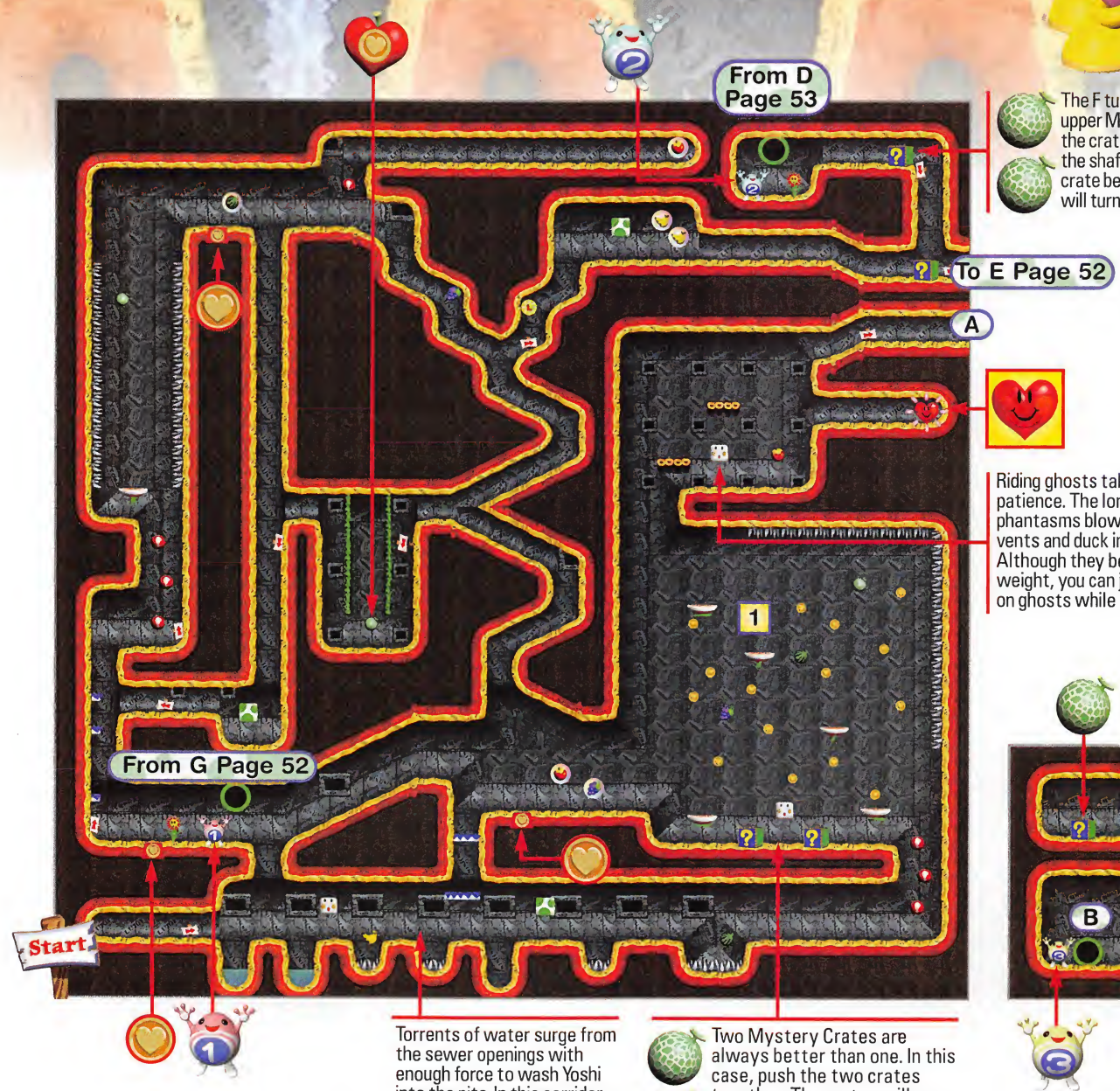
From A Page 47

Throw an egg at the Mystery Ball, then chase down the five coins that pop out of it. If you're Super Happy, or if the melon is your sixth, twelfth or eighteenth, you'll also find a secret letter. As a bonus, you'll get a melon when you pick up the final coin.

2-4 Torrential Maze

Once upon a torrent, a band of Yoshis got lost in the sewer. To get out of the confusing maze, the Yoshis will ride on flying saucers, swing on vines and wash down gullies like helpless fish.





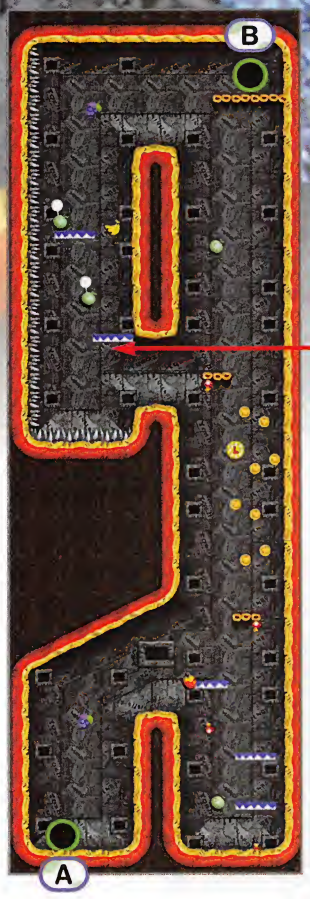
The F tunnel leads to the upper Mystery Crate. Push the crate over the edge of the shaft. When it hits the crate below, both crates will turn into melons.

Riding ghosts takes a lot of patience. The long, jelly-like phantasms blow out of the wall vents and duck into other vents. Although they bend from Yoshi's weight, you can jump and walk on ghosts while they are visible.

Torrents of water surge from the sewer openings with enough force to wash Yoshi into the pits. In this corridor, you can recover from such a spill, but in other areas the pits are bottomless.

Two Mystery Crates are always better than one. In this case, push the two crates together. The crates will magically transform, becoming a delicious duo of melons.

Torrential Maze 2-4



As you ride the lifts up this shaft, two melons on parachutes will drift gently down. If the melons hit the spikes below, you won't get a second chance to eat them.

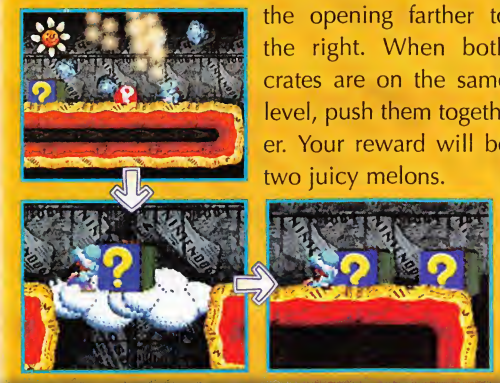
1 Sweat and Sway

Riding the flying saucers takes nerves of steel. The slightest shift in Yoshi's weight sends the saucer tilting onto its side. Masterful riders make many minor corrections as they steer upward. Steer clear of the walls and ceilings to avoid being dumped.



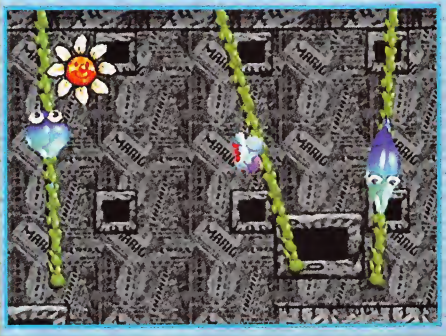
2 Crate Craze ×2

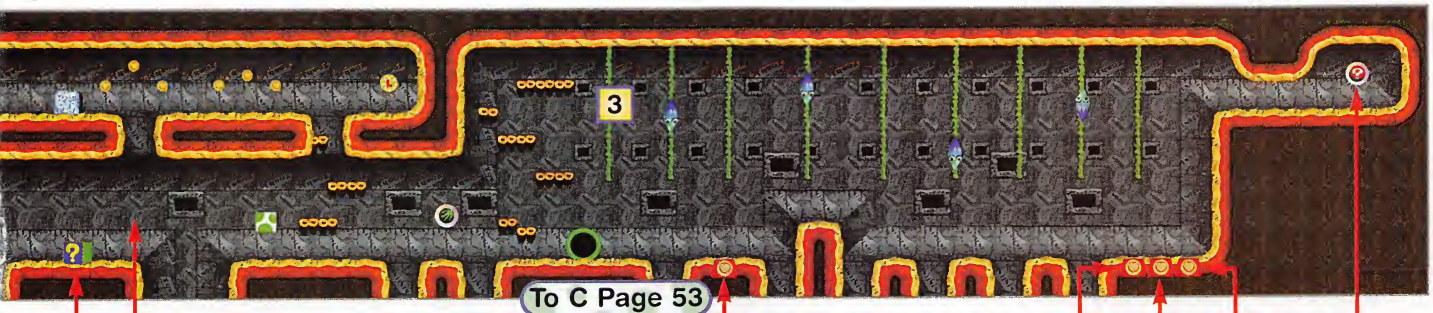
One of the stone blocks to the right of the Mystery Crate contains a switch. Hit the switch to make a bridge, then slide the crate to the opening farther to the right. When both crates are on the same level, push them together. Your reward will be two juicy melons.



3 Vine Slime

You must take to the vines to reach the Black Yoshi's egg on the far side of the chamber, but you'll have to avoid the slithering Vine Slimes. Hold the Z Button to quickly slide down a vine to ecape the Slime! To swing on the vines, push left and right on the Control Stick.





If you enter this area with four melons, then collect the two melons described in tip #2, you will activate a secret coin formation. Watch your jumps as you collect the booty.

1 Ghost Busting

You don't need dangerous atomic gear to take care of a ghost problem in the jelly. Just pound the ground between the spikes to turn the pesky spook into harmless ectoplasmic slime.







From E Page 50

Shoot the Mystery Ball to reveal a Surprise Ball inside. If you have a Yoshi missing, you can get the White Shy Guy above.

Another Surprise Ball is hidden in this Mystery Ball. Bump it into position and use it to reach the upper ledge.

Hit the Mystery Block to release the five glittering coins. The trick here is to collect them all without getting washed down the tunnel by a stream of water. If you manage to grab all the coins, the final one will turn into a melon.



The water rushing down these tunnels won't hurt you, but it can sweep you away so that you can't go where you planned.



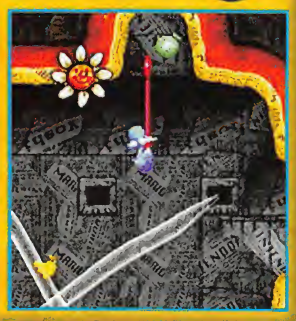
Melons buried in jelly may not look appetizing, but if you stomp the jelly to reach them, they'll taste just fine, and they look mighty nice on your border.



2 Ghost Riders in the Air

Some of the toughest ghost riding takes place in this large chamber. The problem is that many of the ghosts move vertically between holes, and that blocks Yoshi from moving horizontally. Persistence pays off, however, since you'll find a Special Heart in a nook in the ceiling. You can pick up a melon nearby, as well.





The Egg Block has been inconveniently placed directly over a jelly pit with spikes on the bottom. You can hit the edge of the block to force the eggs onto dry land for collection, or you can pick them out of the jelly and risk the spikes.

3 Out of Sight, Out of Melons ×8

Poochy has sniffed out a bunch of coins, but the real prize here lies high above in a secret chamber. Fire an egg at the coins to reveal a hidden Tulip, then eat the Tulip to launch Yoshi up to the tunnel. Inside, you'll find eight melons in Mystery Balls. You'll also find flying Shy Guys.



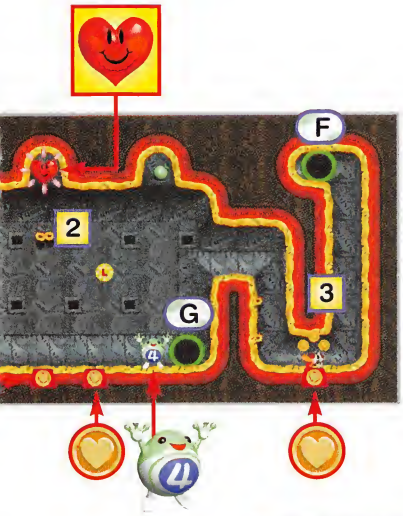
4 The Hidden Heart

The Special Heart in this area is concealed inside a Mystery Ball, and to reach the ball you have to solve some other mysteries. Out in the main passage, you'll notice two Mystery Balls. If you shoot them, they'll become Surprise Balls. Use these balls to climb up and to the left, to reach the Special Heart.

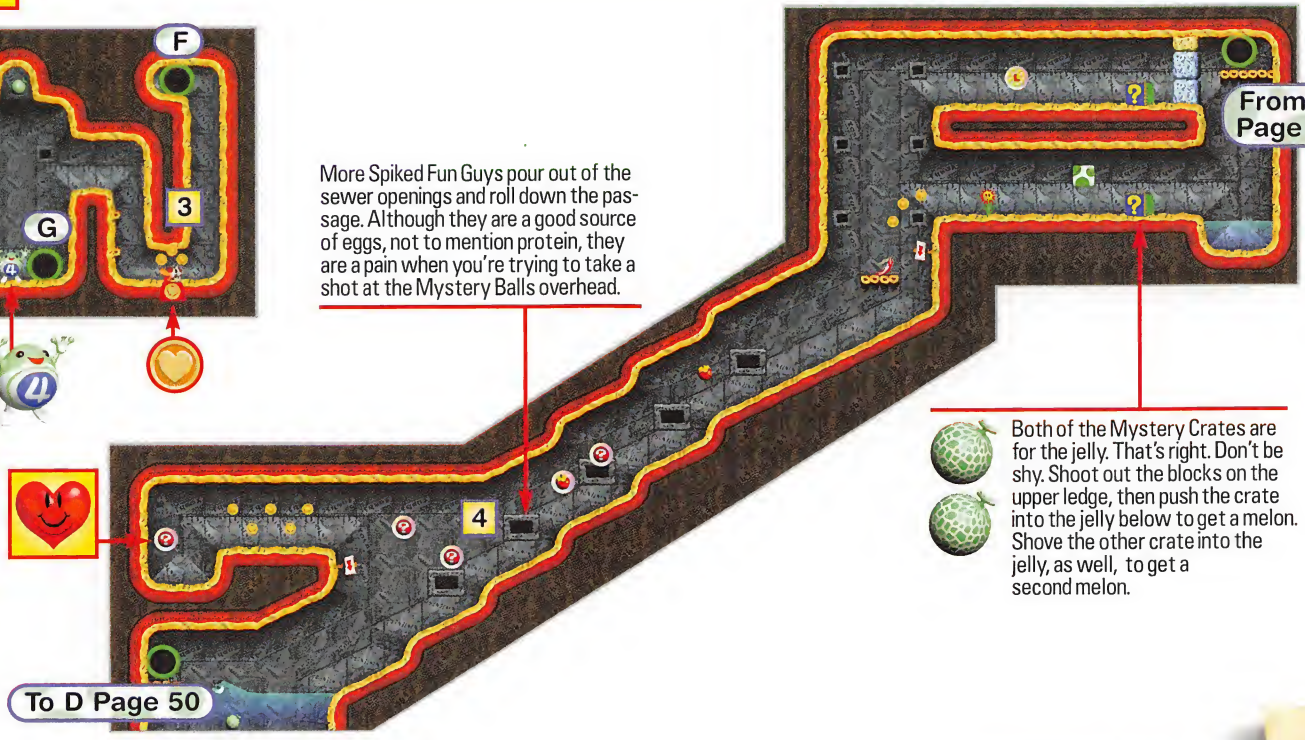


Enter this room with a full supply of eggs, because each of the eight Mystery Balls contains one melon.





More Spiked Fun Guys pour out of the sewer openings and roll down the passage. Although they are a good source of eggs, not to mention protein, they are a pain when you're trying to take a shot at the Mystery Balls overhead.



Both of the Mystery Crates are for the jelly. That's right. Don't be shy. Shoot out the blocks on the upper ledge, then push the crate into the jelly below to get a melon. Shove the other crate into the jelly, as well, to get a second melon.

Page 3

Summit

The third page is a high-flying adventure above and beyond the tallest peaks on Yoshi's Island. The Yoshis are inexperienced fliers, so it's up to you to guide them along to solid footing. No matter how you go about reading this page, a Midstory Meanie is waiting for you.

1 Cloud Cruising



Coin Totals
= 49
= 34
= 58
Total = 141

High Score = 5,750 Your Best =

The Yoshis will ride flying snakes to get a better view of Bowser's faraway castle. They'll soon find out that Cloud N. Candy commands the unfriendly skies and that dinosaurs must learn to dogfight.

2 The Tall Tower



Coin Totals
= 160
= 22
= 69
Total = 251

High Score = 5,900 Your Best =

There will be more than meets the eye in this chapter. The Yoshis will bounce from spring to spring to reach the tower's top, and all will seem clear up there until they bump into the ghostly Inviso.

3 Poochy & Nippy



Coin Totals	
	= 64
	= 10
	= 34
Total	= 108

High Score = 5,526 Your Best =

The temperature will become nippy as the Yoshis climb the snowy mountains. Atop the icy peaks, the Yoshis will find loyal Poochy, snowball-pitching Shy Guys and a cold-hearted windbag, Cloudjin.

4 Frustration



Coin Totals	
	= 12
	= 0
	= 58
Total	= 70

High Score = 5,590 Your Best =

Logrolling's usually done in water, but the Yoshis will rewrite the book on the sport and do it in the clouds. And they'll meet up with a bigger jam than just logs—a battle against beastly Don Bongo.





3-1 Cloud Cruising

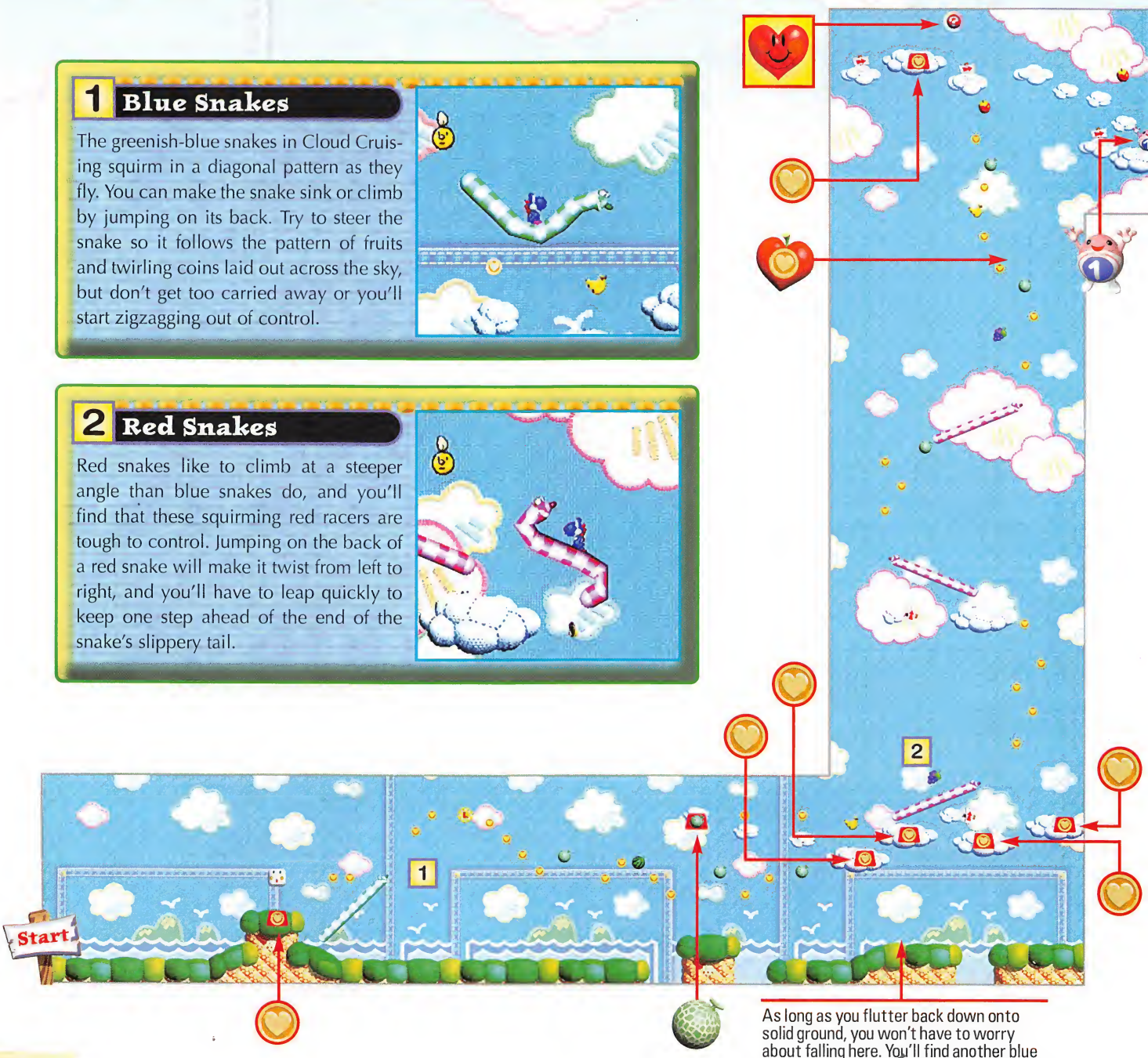
Cloud Cruising is a happy place where striped snakes weave through denim skies. This high-altitude stage isn't overly difficult—unless you're attempting to collect all 30 melons. If you watch your footing, you won't have a problem staying above your troubles.

1 Blue Snakes

The greenish-blue snakes in Cloud Cruising squirm in a diagonal pattern as they fly. You can make the snake sink or climb by jumping on its back. Try to steer the snake so it follows the pattern of fruits and twirling coins laid out across the sky, but don't get too carried away or you'll start zigzagging out of control.

2 Red Snakes

Red snakes like to climb at a steeper angle than blue snakes do, and you'll find that these squirming red racers are tough to control. Jumping on the back of a red snake will make it twist from left to right, and you'll have to leap quickly to keep one step ahead of the end of the snake's slippery tail.



As long as you flutter back down onto solid ground, you won't have to worry about falling here. You'll find another blue snake waiting for you when you walk back to the beginning of the stage.

Cloud Cruising 3-1

Some of the flying Shy Guys here are carrying chili peppers. Try not to lap them up with your tongue unless you're using the Black or White Yoshi.

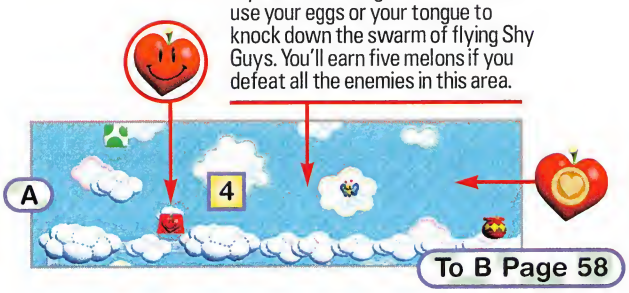


3 Target Slurping

A wandering flock of flying Shy Guys loaded down with fruit rules the realm of these blue snakes. If you have a handful of eggs, you can dispatch most of them before they dive down and bounce off your head. If you don't have any eggs you'll have to protect yourself with your tongue, but this can be tricky if you're trying to collect 30 melons. Aim carefully and pick off an enemy with Yoshi's tongue, then make and throw an egg at the next Shy Guy to cross your path.



If you're collecting all kinds of fruit, use your eggs or your tongue to knock down the swarm of flying Shy Guys. You'll earn five melons if you defeat all the enemies in this area.



To B Page 58



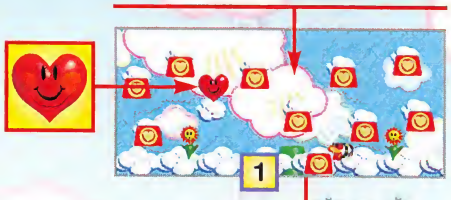
4 Shy Guy Swarm

×5

When you first enter this stage, you'll see squadrons of Shy Guys swarming in the background, gathering for their attack run. You have only a few seconds to jump up on the cloud and collect as many eggs as you can before the swarm dives and attacks from the right side of the screen. You can also use your tongue to down the enemy, but if you're trying to collect 30 melons, you might accidentally eat one of the other types of fruits carried in the clutches of the airborne Shy Guys. Your best plan of action is to use your tongue on the groups of Shy Guys that don't have fruit, then to switch over to throwing eggs when the Shy Guys carrying cargo arrive on the scene. If you defeat the entire swarm, five melons will fall from the sky.



With the exception of the cloud holding the Special Heart, you'll find two coins buried inside each floating cloud here. To recover all of the coins, ground pound the clouds and the spot near Poochy.





You'll need an egg or two to burst the Mystery Bubbles floating here. Since there are plenty of targets in the air, including flying Shy Guys and a parachuting Mystery Switch, it's a good idea to have a full load of eggs before riding the green dragon.



From B Page 57

1 Cloud Hopping

Poochy is waiting here to sniff out two coins in the clouds, but he can't jump up to find the money hidden on the higher clouds. If you ground pound every cloud and the spot near Poochy, you'll find twenty coins. A Special Heart will appear after you pound the cloud above the left Power Flower. You can use your tongue to eat the buzzing bees, or use an egg to knock them down, but keep out of their way or they'll sting you. Replenish your energy by munching on the Power Flowers.



2 Dragon Flight

This bellowing green dragon might seem intimidating, but don't let it's bark scare you away from taking a ride. Load up on eggs and hop on the dragon to start your ride across the final stretch of this page. As soon as you touch the dragon's head, it will dip down and begin to fly. As long as you're ready for the sudden lurch at takeoff, you shouldn't have a problem keeping your balance. Get used to flying on the green dragon. It's excellent practice for your ride on the red dragon in Magma Castle on Page Six.

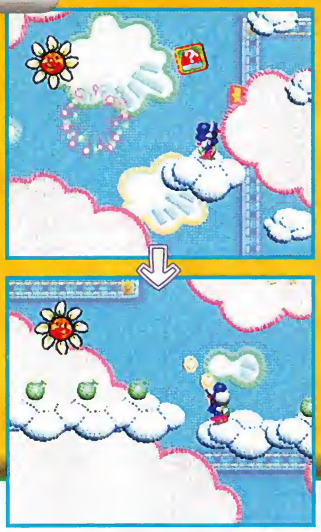


3 A Hidden Detour



If you're attempting to collect all of the melons in Cloud Cruising, you absolutely, positively must hit the parachuting Mystery Switch as it floats above the green dragon. Hitting the switch opens a hidden detour, leading to a secret area filled with clouds and melons.

4 Melon Madness ×10



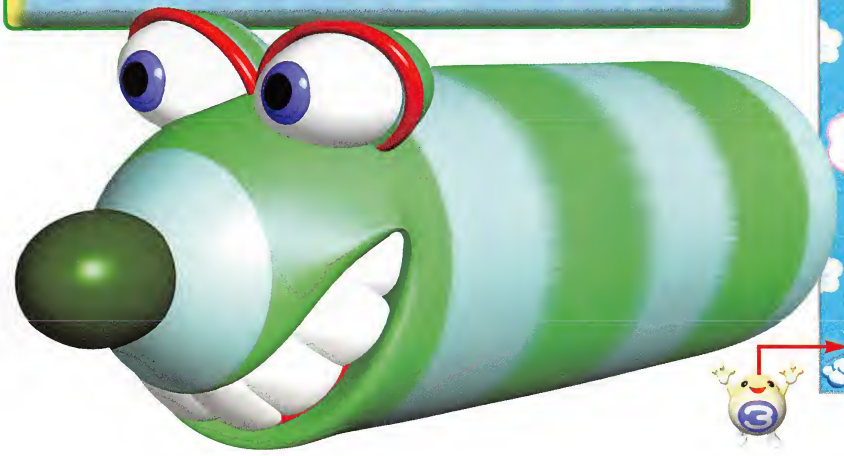
If you peg the parachuting Delay Switch above the green dragon, you'll uncover a wispy staircase leading up to this secret area. There are no enemies lurking around here, but time isn't on your side. Hop on every cloud to release hidden melons, then take aim and egg the floating Delay Switches to buy yourself more time. If you make it all the way to the top you'll find plenty of melons and a White Shy Guy.



5 The Unfriendly Skies

The Shy Guys swooping above the green dragon are trying to ruin your chances for a perfect melon score. You can knock them down with your eggs, but you'll probably run out of ammo before you reach the end of the stage. Try jumping on the Shy Guys or knocking them out of the sky with your sticky tongue.





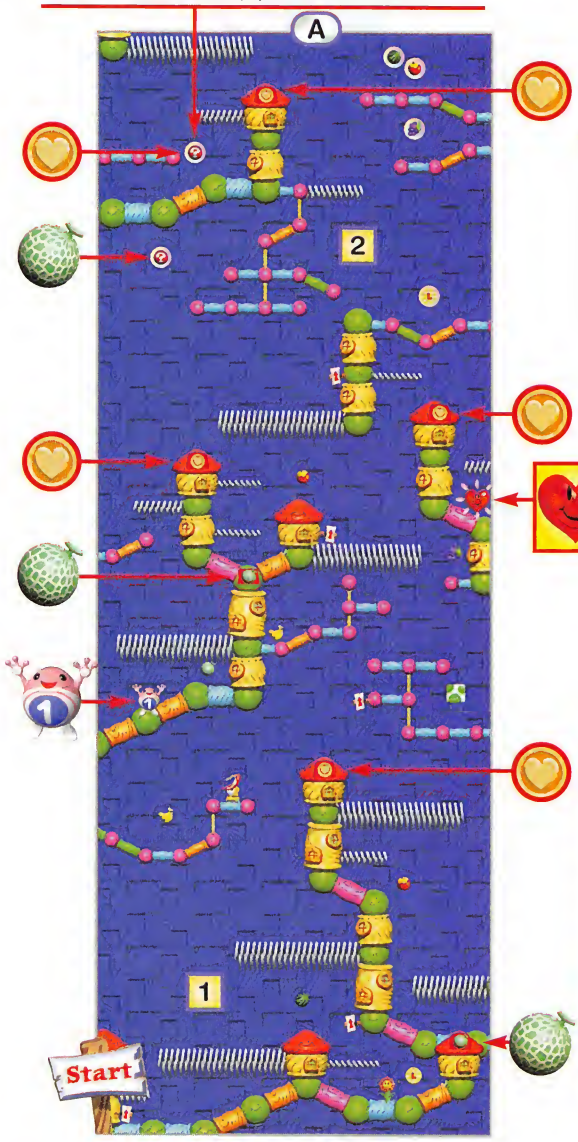


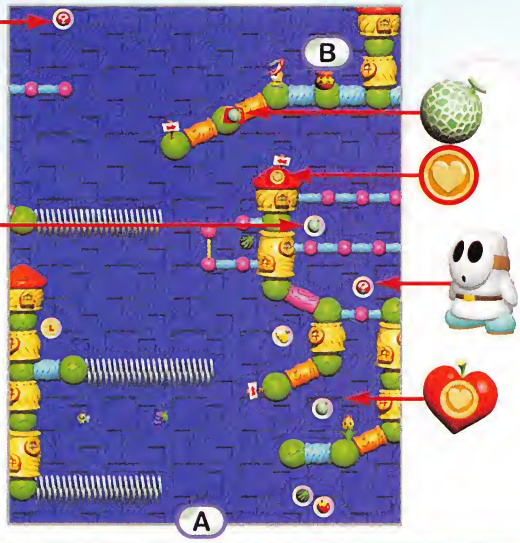
3-2 The Tall Tower

The Tall Tower is possibly the highest pop-up building in the entire storybook! You won't find any ladders or stairs, so the only way to the top is to bounce on huge springs.

If you use an egg to burst this floating Mystery Bubble, you'll find five bouncing coins. If you gather up all the coins before they roll away, you'll earn a melon.

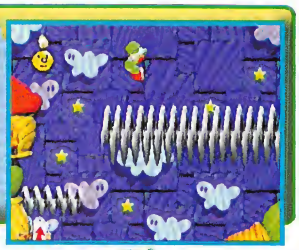
To collect this tricky melon, don't power up your Tulip to full strength. A half-power shot will drop you off next to it. You can also hit the Z Button to stop your shot.





1 Spring Upward

Walking on the end of the springs will put a bounce in your step, but if you jump on the spring, you'll fly sky high.





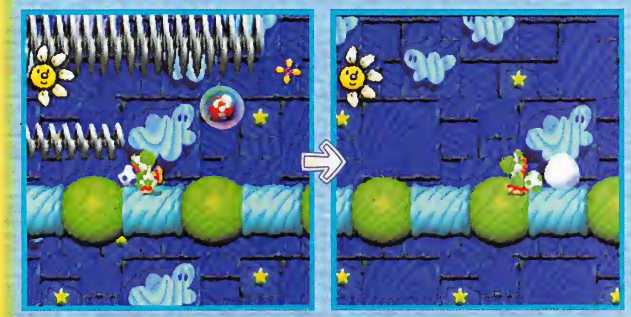
2 Feathered Fiends

These peeping pests are some of the most annoying enemies you'll meet in the story. You can knock them down with your tongue, but the trick to avoiding them is to keep moving.



3 A Big White Egg

If you're too busy learning how to leaf surf, you'll probably miss the Mystery Bubble floating in the Tall Tower's low-lands. If you have an egg, you can break the bubble and uncover a rare, oversized White Egg. This White Egg is so extraordinary that you won't find it in any other page but Page Three! The large egg won't weigh you down, but you won't be able to throw it at an enemy. A White Yoshi will hatch if you can carry the egg all the way through the level.

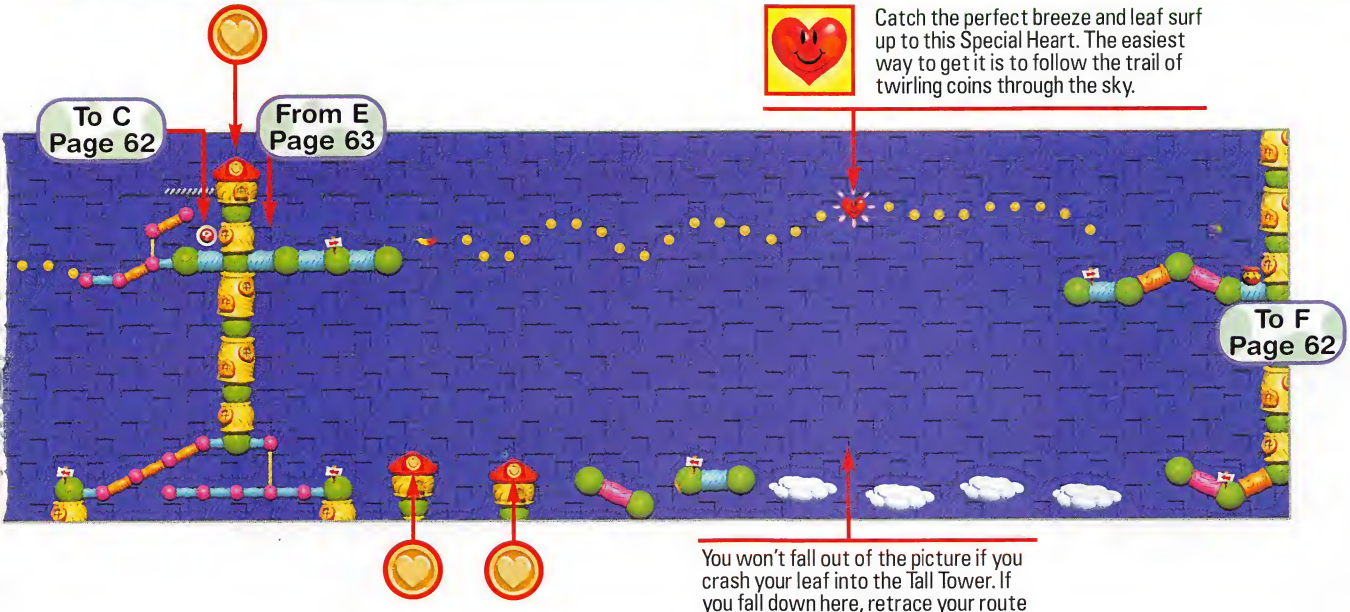


4 Leaf Surfing





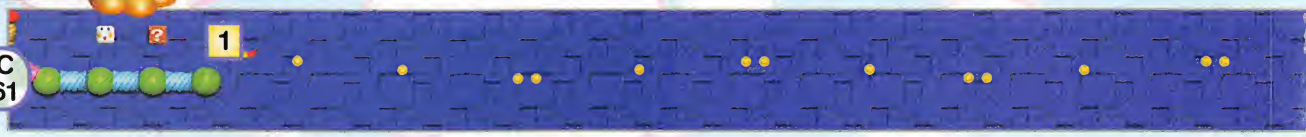
Leaf surfing is easy to master—all you need is a sense of balance. You control the leaf by pressing left or right on the Control Stick. Push left as the leaf dips down, then push right before the leaf climbs too high and begins to stall. After you've mastered the sport of shredding on the wind, you can increase your score by surfing along the zigzagging coin paths throughout the stage. If you catch an edge or a breeze and suffer a fall, don't fret. You can flutter fly down until you catch one of the platforms or rooftops below you.

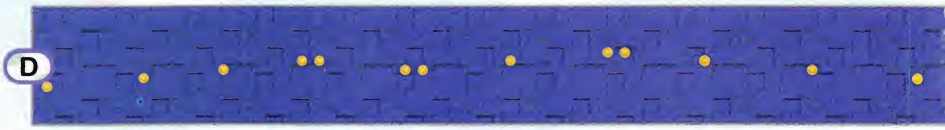


Catch the perfect breeze and leaf surf up to this Special Heart. The easiest way to get it is to follow the trail of twirling coins through the sky.

You won't fall out of the picture if you crash your leaf into the Tall Tower. If you fall down here, retrace your route back to the left and try to fly again.







1 Leaf Race

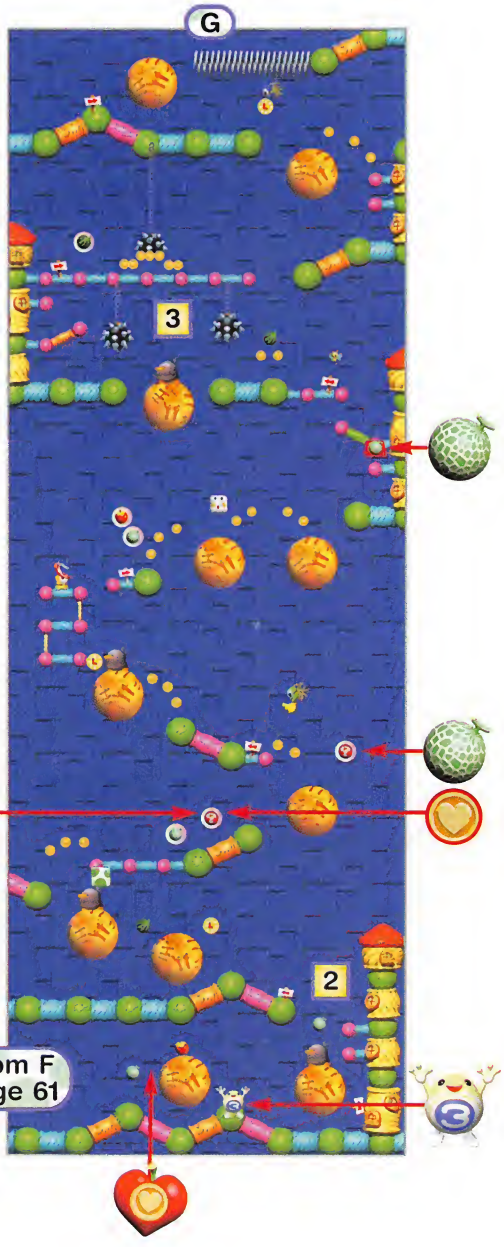


This leaf surfing bonus game is the last easy melon contest you'll find in the game. You'll begin the race with seven melons, but you have to finish the course before all the fruit is eaten. The trick to winning all of the melons is to keep your leaf level and avoid lots of zigzagging along the course.

2 Rampant Ravens

No matter how much you stomp or how many eggs you toss, you won't be able to eliminate the stubborn ravens wandering around the Tall Tower. Your best strategy is to avoid the beastly birds. The ravens inhabit the round balls floating near the tower. If you have to walk on a ball, time your leaps so you land on top of the ball while the raven is still walking underneath it.



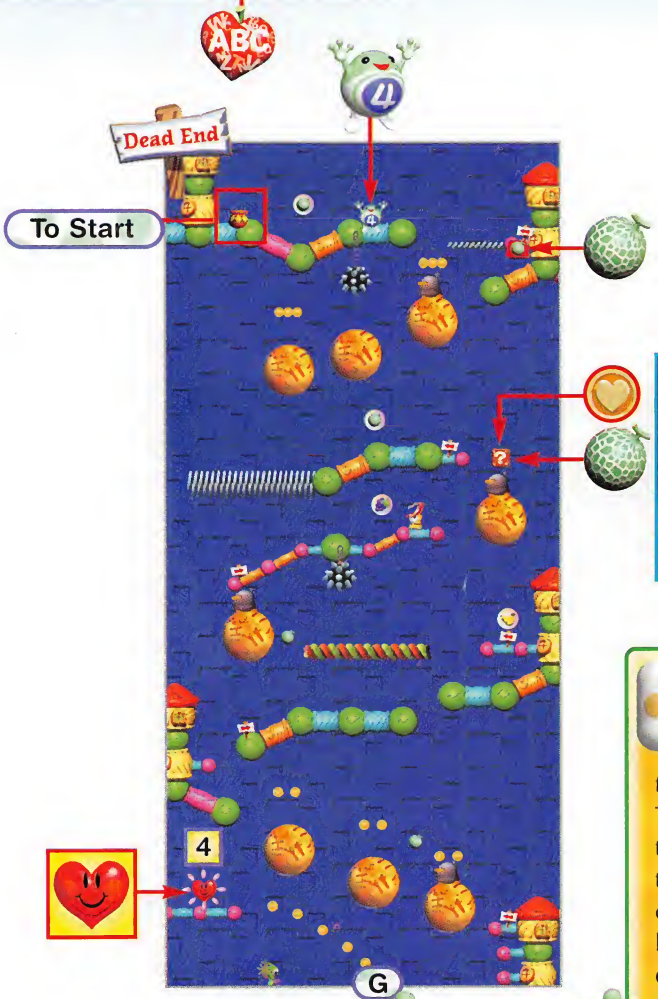


You'll find another melon if you pop this Mystery Bubble, but the trick is to collect all five bouncing coins. Stand near the right side of the platform before you toss an egg at the bubble to pop it. If you stand on the left side, you probably won't be able to grab the coins that roll over the ledge.

The Tall Tower 3-2







3 Ball and Pain

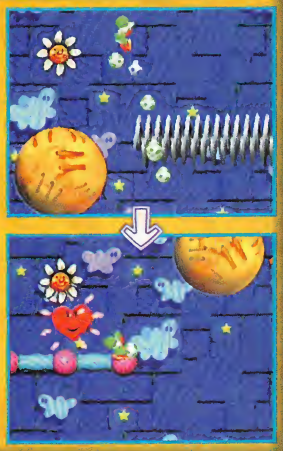
There are several swinging and falling spiked balls near the top of the Tall Tower. To get past the falling spiked balls, wait until they fall and hit the platform, then run underneath them as they are being hoisted back up. The swinging, pendulum-style balls are harder to dodge, but if you time your run so you start as the ball swings up above your head, you'll make it to the other side of the platform unscathed.





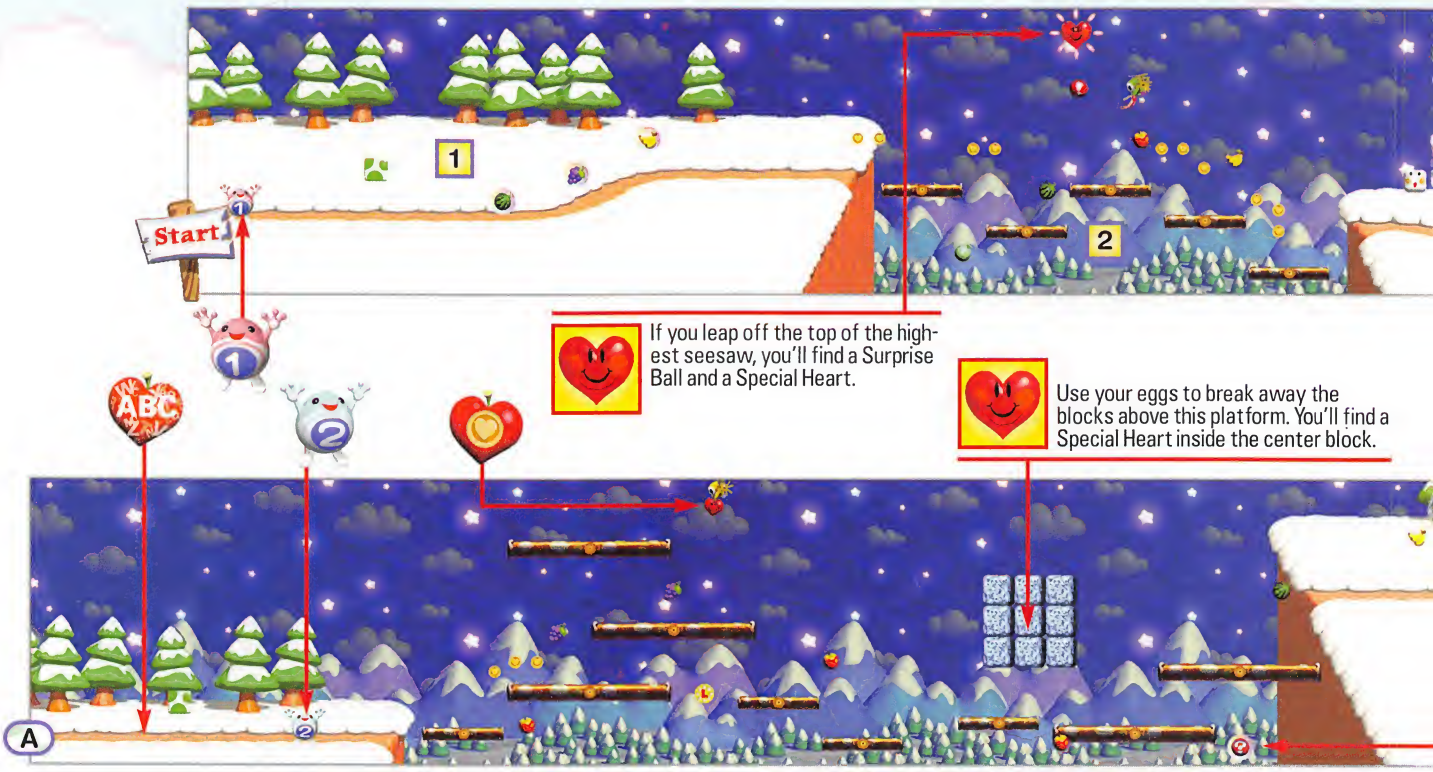
4 Have a Heart

If you've made it this far, almost to the top of the Tall Tower, you've already mastered your high-flying leaps off the ends of the big springs. To collect this last Special Heart, however, you'll have to jump diagonally to the left. To do this, jump off the spring the same way you've been doing throughout the stage, but hold left on the Control Stick as you fly to the heart.



3-3 Poochy & Nippy

There's a maze of twisting, tree-lined trails on this murky stretch of page. Eyes blink at you from the shadows deep among the trees—pick up the pace and get out of this scary place!



1 A Snowball Fight



The snowball fight between Yoshi and the Shy Guys is a one-sided battle. Aside from changing the colors of the Shy Guys lining the paths, there is no way you can reach these pesky pitchers. Your best strategy is to avoid them and get out of the way before they start hurling at you. An exclamation point will appear above a Shy Guy whenever he has you in his sights.

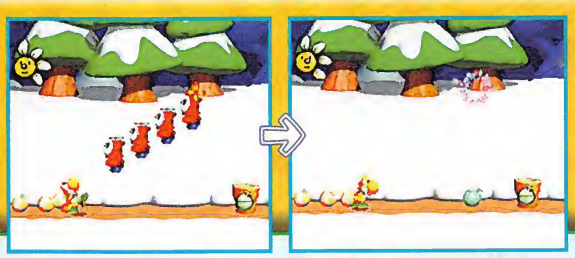
2 Slip-Sliding on a Seesaw

These tilting platforms might seem like a hazard instead of a help, but you can use them to reach high and low items. To reach a high object, stand on one end of the platform until it begins to sink, then run to the high side and leap for the item. To reach a low item, wait for the platform to tilt down so you can grab the item.



3 Sharp Shooting

As you make your way down the path, four flying Shy Guys will fly in formation above your head. If you're quick on the draw, you can hit all four with one egg and earn a melon.





4 A Heavy Load ×7

The object of this bonus game is to move the stack of seven melon crates to the finish line. To make things easier, try jumping over both rising platforms on the course to avoid the narrow crevasses.

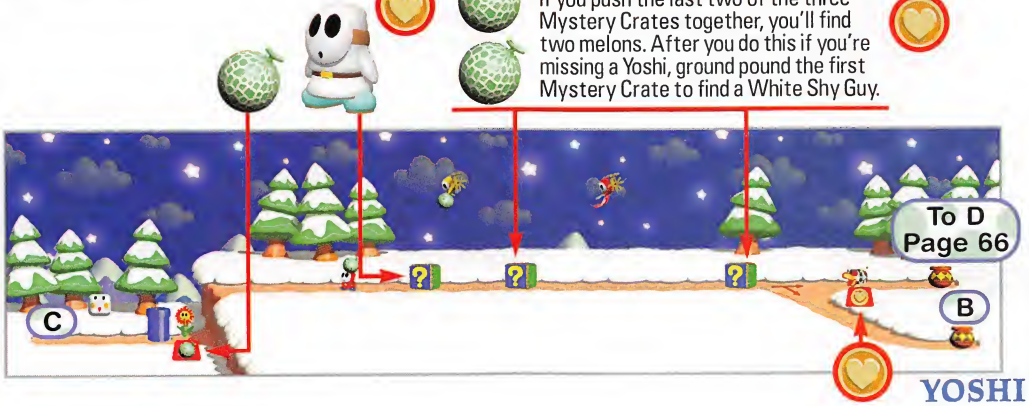


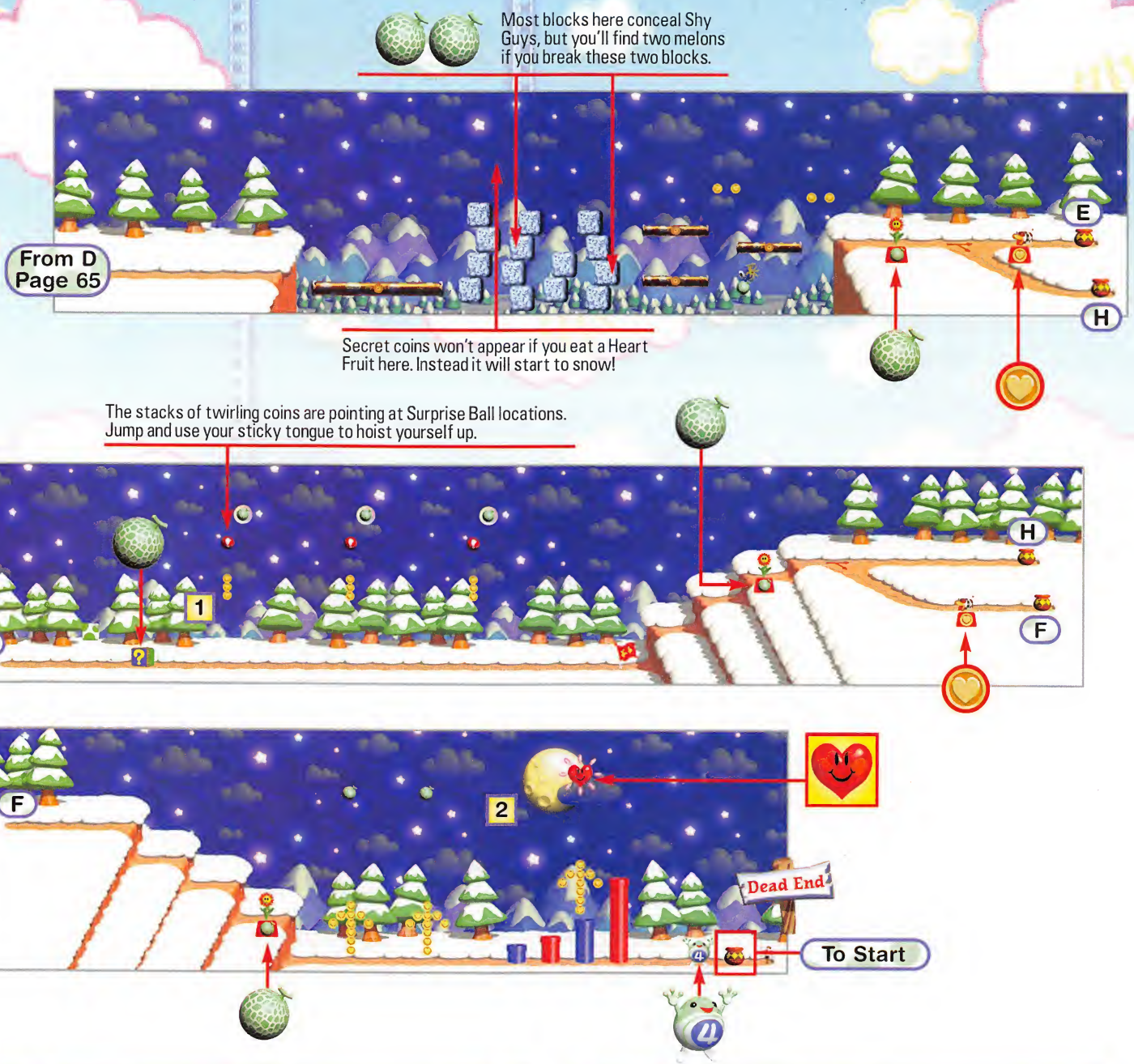


If you break the Mystery Block above this red pipe, you'll release five shiny coins. Grab all five coins to earn a melon.



If you push the last two of the three Mystery Crates together, you'll find two melons. After you do this if you're missing a Yoshi, ground pound the first Mystery Crate to find a White Shy Guy.





1 Push the Crate

You'll ruin a valuable melon if you pound on this Mystery Crate. To open the crate, push it all the way to the goal flag on the left. This sounds like a relatively simple task, but you'll need to keep an eye on the skies as you push because the Goonies will be trying to bomb you. Take your time and you won't have a problem.



2 Fly to the Special Heart

Don't waste your time trying to leap off the pipes to reach this Special Heart—the only way you'll reach it is by jumping across the backs of the Goonies. Ride a Goonie from the left ledge all the way to the right. If you need to gain more altitude, try leaping from one flying Goonie to another.





3 Black Shy Guys

The flying black Shy Guys along this stretch of trail are some tough enemies. If you keep moving, they won't be able to drop bombs on your head.



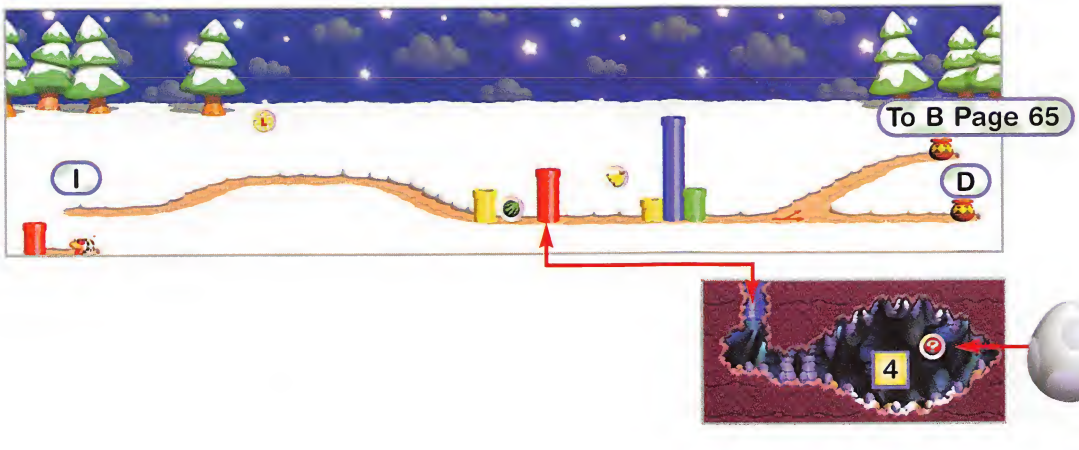
4 White Yoshi

Drop down through the red pipe to find the cavern. Throw an egg at the floating Mystery Ball to reveal a large egg. If you can finish the stage while carrying the egg, you'll earn the White Yoshi.



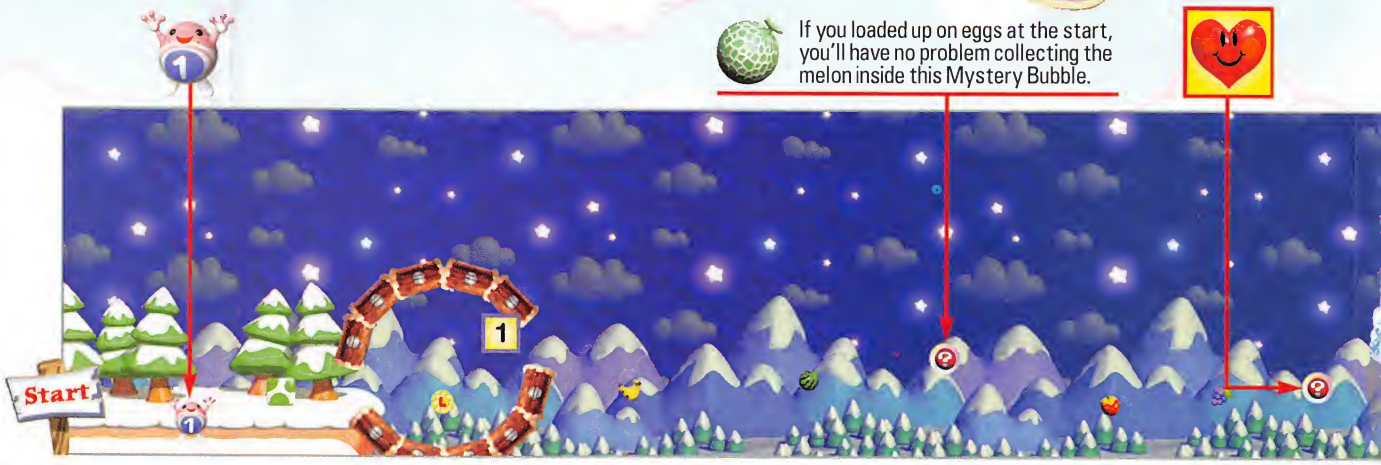


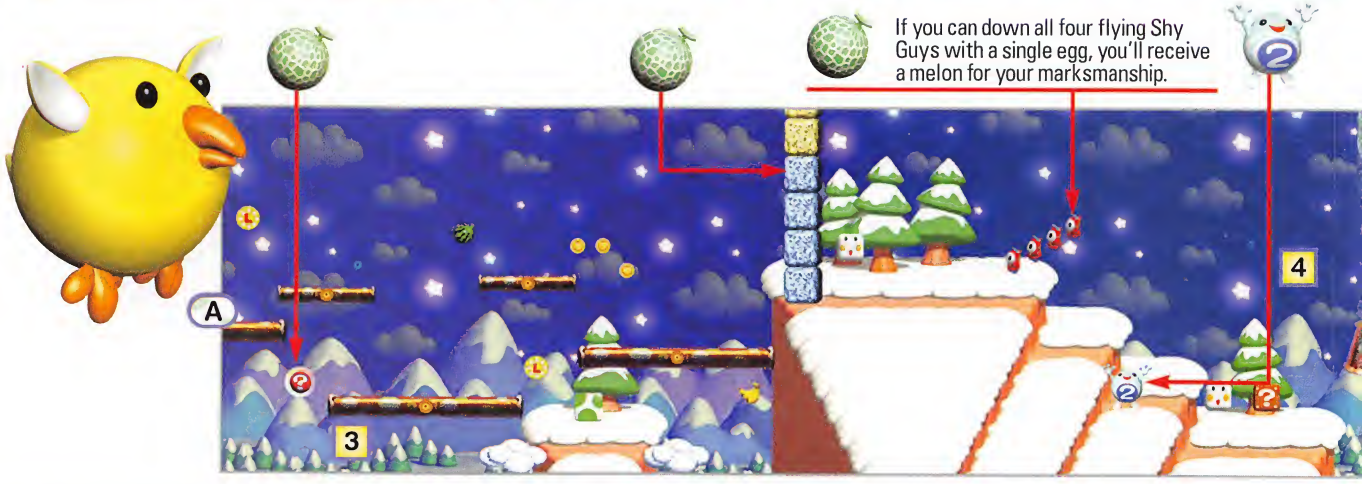




3-4 Frustration

Frustration? Why would someone name this snowy mountain Frustration? The young Yoshis don't know the answer, but instinct tells them that the windy mountain will live up to its name.





1 Running Around the Rolling Ring

Frustration's rotating wooden rings are the toughest part of the stage, but these rickety structures are the only means for crossing two mountain chasms. The first ring is harder than the second because you'll be hounded by Peepers throughout the crossing. These annoying birds are trying to distract you and make you fall, so keep moving and time your jumps over the gaps in the ring.



2 Lakitu

Lakitu is dropping spiked balls on the tilting platforms, trying to throw you off balance. Nail him with an egg before he hits you.



3 Lickety-Split

This melon is at the bottom of the screen, so you'll have to react fast to get it. Stand on the tilting platform's left side and throw an egg, then use your tongue to nab it as it falls.





To B Page 70

4 Melon Mania

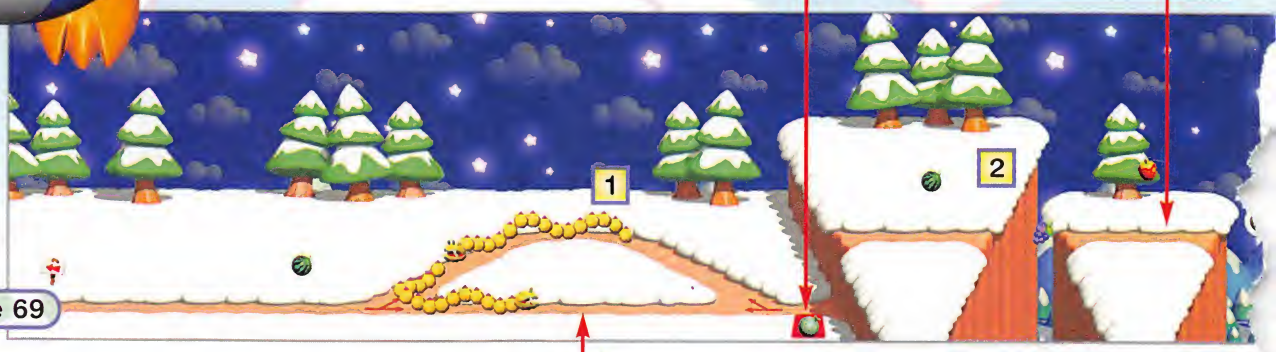
×10

You won't have any enemies to deal with when you hop aboard the second ring on the course, but you'll have to race the clock to collect all the melons. Watch the gaps in the ring as you run to the right, and make sure you grab all the melons as you make your way through the course. Finish the race in time to win seven melons.

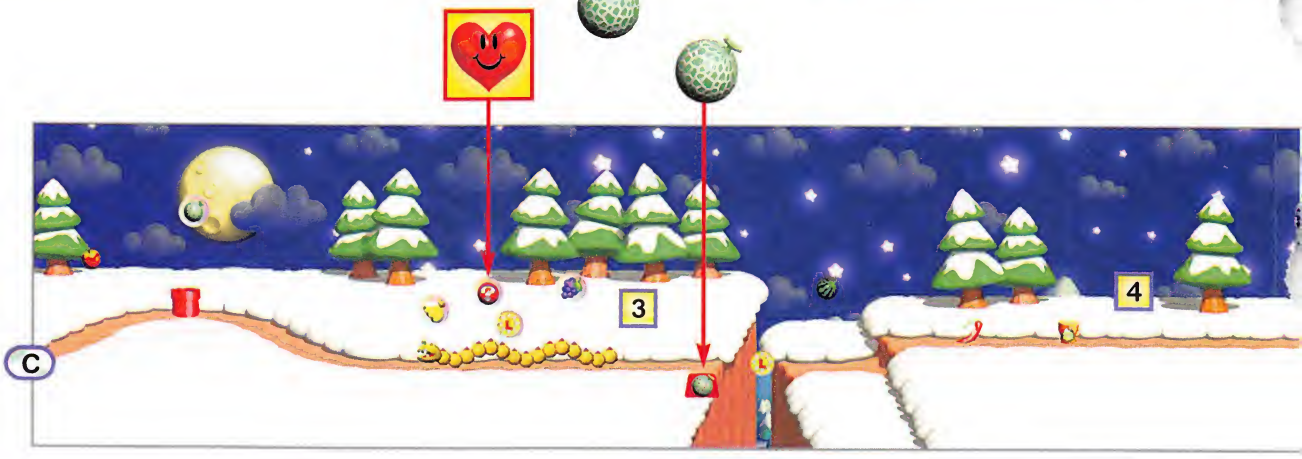




Eat the Bumptys before they can bump into you. Light Blue Yoshi will find them particularly tasty and will earn three points for munching one.

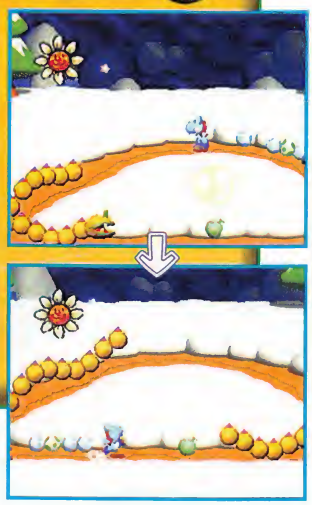


From B Page 69



1 Centipedes

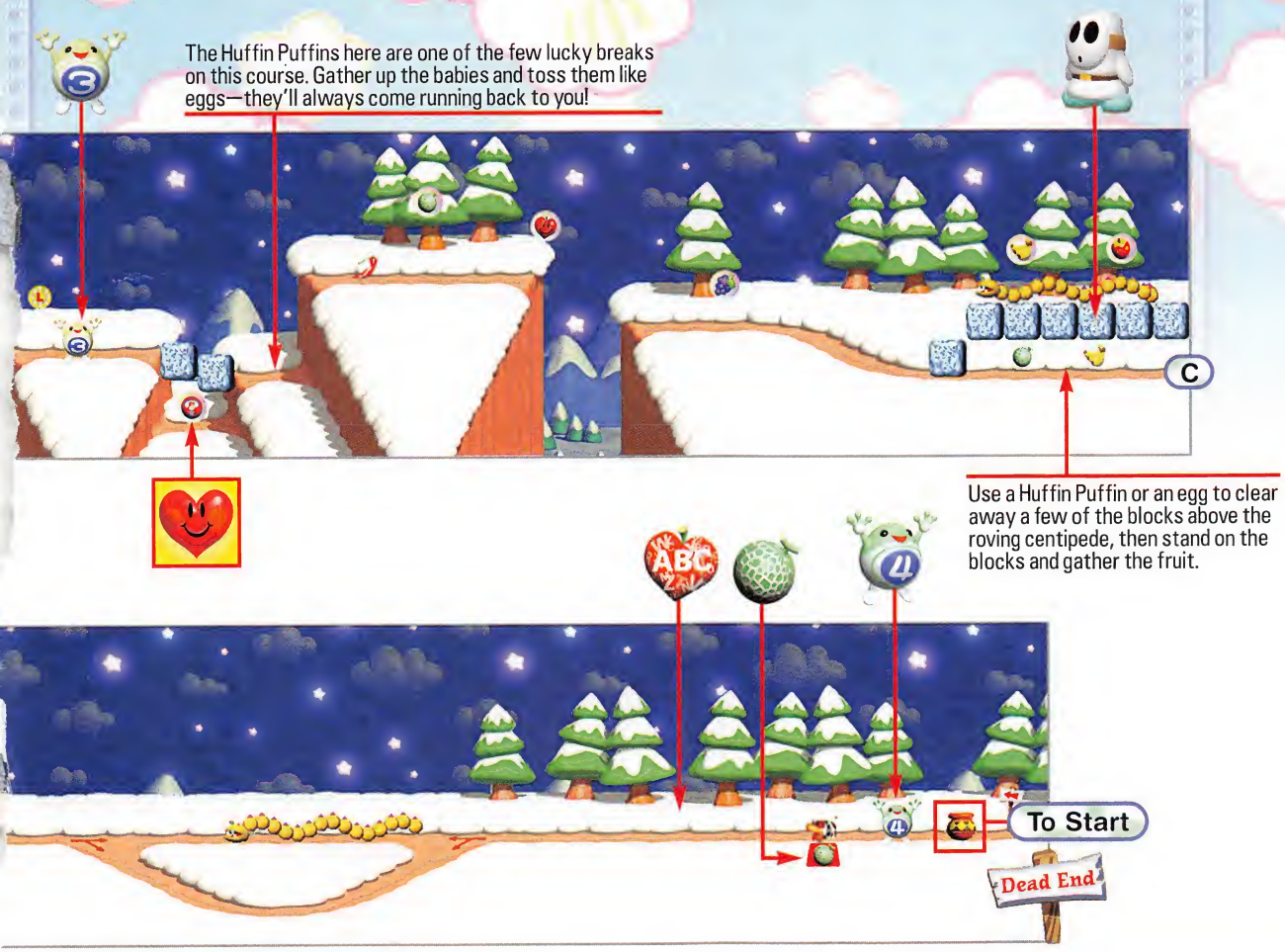
Frustration's twisting trails and snowy summits are home to a rare breed of giant centipede. This fang-toothed critter is possibly the toughest creature on the page. Yoshi's tongue, ground pound and egg throwing attacks won't hurt it. The best and safest way to get past a centipede is to jump over it or to follow it. If you follow these two centipedes around in a complete circle, you'll find a hidden melon.



2 Bumpty

Bumptys are pushy penguins that shove trespassers off their territory. Once an exclamation point flashes above a Bumpty, all he has on his mind is finding a way to push the intruder out of the way. Luckily for you, Bumptys are not a big threat—you can eat them or simply hop over them before they can push you around.





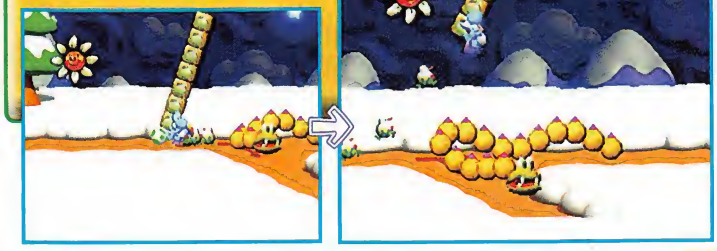
3 Centipede Crossing

The centipedes roaming this long stretch of trail are guarding a Special Heart and an assortment of fruits. To get around these marching sentries, wait until one walks toward you, then jump up over its head and use your flutter jump to clear the insect in one gigantic leap.



4 Boxed In x7

Hauling the seven melon crates to the finish line would be fairly easy if there weren't a centipede in your path. Jumping over this winding worm is difficult, especially when you're trying to balance the crates after you land. The best strategy is to wait until the centipede turns down the lower path, then run as fast as possible to the finish line on the right.





Midstory Meanies

With Page Three nearly complete, the Yoshis are a step closer to a happy ending. But now a mysterious force shoves them between the pages, into the realm of the Midstory Meanies.

From 3-1 Cloud N. Candy

Fluffy, white Cloud N. Candy is the sweetest and easiest Midstory Meanie to ever fly these enchanted skies. You can't use your Ground Pound or eggs on her, but you can chew her up with your tongue. Cloud's weapon is her bounce attack, but you can foil her plan by taking a bite out of her when she springs into range. You'll even regain petals on your Smile Meter each time you hit her with your tongue. As you bite Cloud, she'll shrink and bounce faster and faster. Cloud is hardest to hit when she's at her smallest size, but if you keep using your tongue, you'll hit her long before she can get to you.







Inviso From 3-2



Ghostly Inviso is as invisible as the wind, but he carries a rock-solid punch. He's transparent and can mimic colors and blend into his surroundings, especially the bright blue walls in his room. You don't have to spot Inviso to hit him with an egg, but you'll quickly run out of ammo if you start throwing blindly. The trick is to watch for the background to shimmer—this is where Inviso is hiding and where you should aim your eggs. It takes three hits to finish him. If you're running low on life, refill your Smile Meter by eating one of the Power Bees hovering in the upper left and right corners of the room. Gobble up any Peeper that dares to fly in your path for extra eggs.





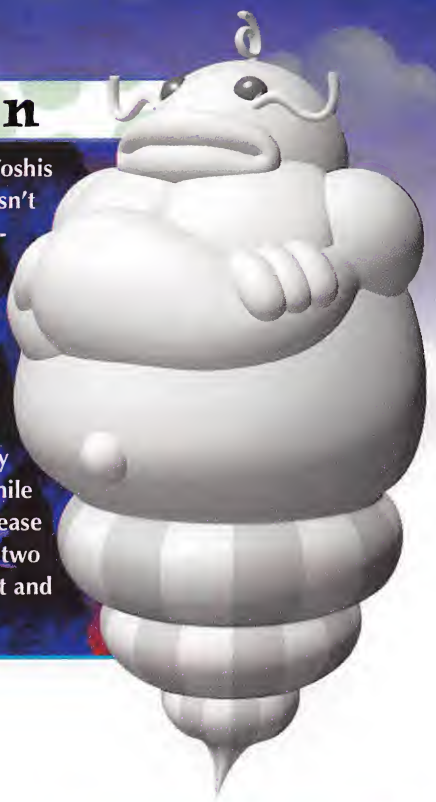


From 3-3 Cloudjin





Cloudjin is a smoldering monster waiting to burn the Yoshis right off the pages at the end of Poochy and Nippy. He isn't tough to defeat, but you'll have to fight him while balancing on the tilting platforms. Your only weapon in this battle is your trusty eggs. There are two Egg Blocks in the room, but the eggs will roll off the seesaw, which means you'll have to catch each one as it pops out of the box. You'll also have to dodge the spiky balls tumbling down the seesaws. These heavy weights will toss the seesaws, momentarily throwing you off balance. If your Smile Meter begins to frown, you can increase your life by swallowing one of the two Power Bees hovering in the upper left and right corners of the room.



From 3-4 Don Bongo



Don Bongo is a massive Meanie that pounds the ground and makes the pages shiver at the end of Frustration. While Don Bongo is enormous, his lips—his one weak spot—are small and difficult to hit. If this weren't hard enough, Don repeatedly slams into the floor, dropping twirling pots, pans and kettles on your head. Finally, unlike the other Midstory Meanies, you won't find a Power Flower to replenish your life if you're hit. Your key to victory is to concentrate on avoiding the falling kitchenware first, then to take a shot whenever you have an opening. You won't have to worry about running out of ammunition because you can lap up a pot or kettle and turn it into an egg. Don Bongo's lips will swell each time you hurt him. Hit him on the lips three times to finish this page.



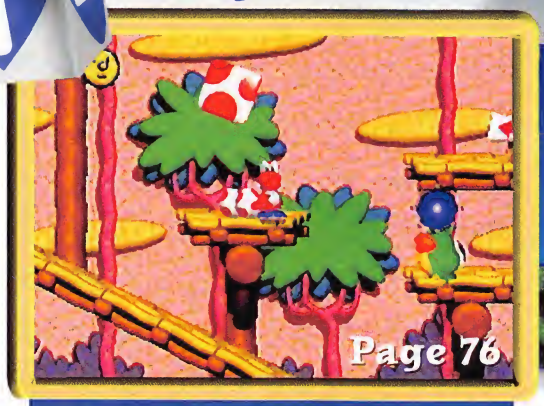


Page 4

Jungle

After leaving the Summit's skies, the Yoshis return to earth to trek through the Jungle. Beneath the region's thick brush, the Yoshis can no longer see Bowser's castle, but they know it is just beyond the sea at the jungle's edge.

1 Jungle Hut



Coin Totals	
	= 35
	= 0
ABC	= 19
Total	= 54

High Score = 5,662 Your Best =

Never judge a book by its cover. Gabon's huts will look inviting, but he's booby-trapped them with giant Chomps and spiders. Gabon isn't looking forward to having uninvited Yoshis entering his jungle.

2 Jungle Puddle



Coin Totals	
	= 89
	= 22
ABC	= 100
Total	= 211

High Score = 5,690 Your Best =

The jungle waters swim with slinky eels and giant fish called Blurps. The king-sized catches will be biting, but instead of worms, the Yoshis will be the bait. And that's no fish story!

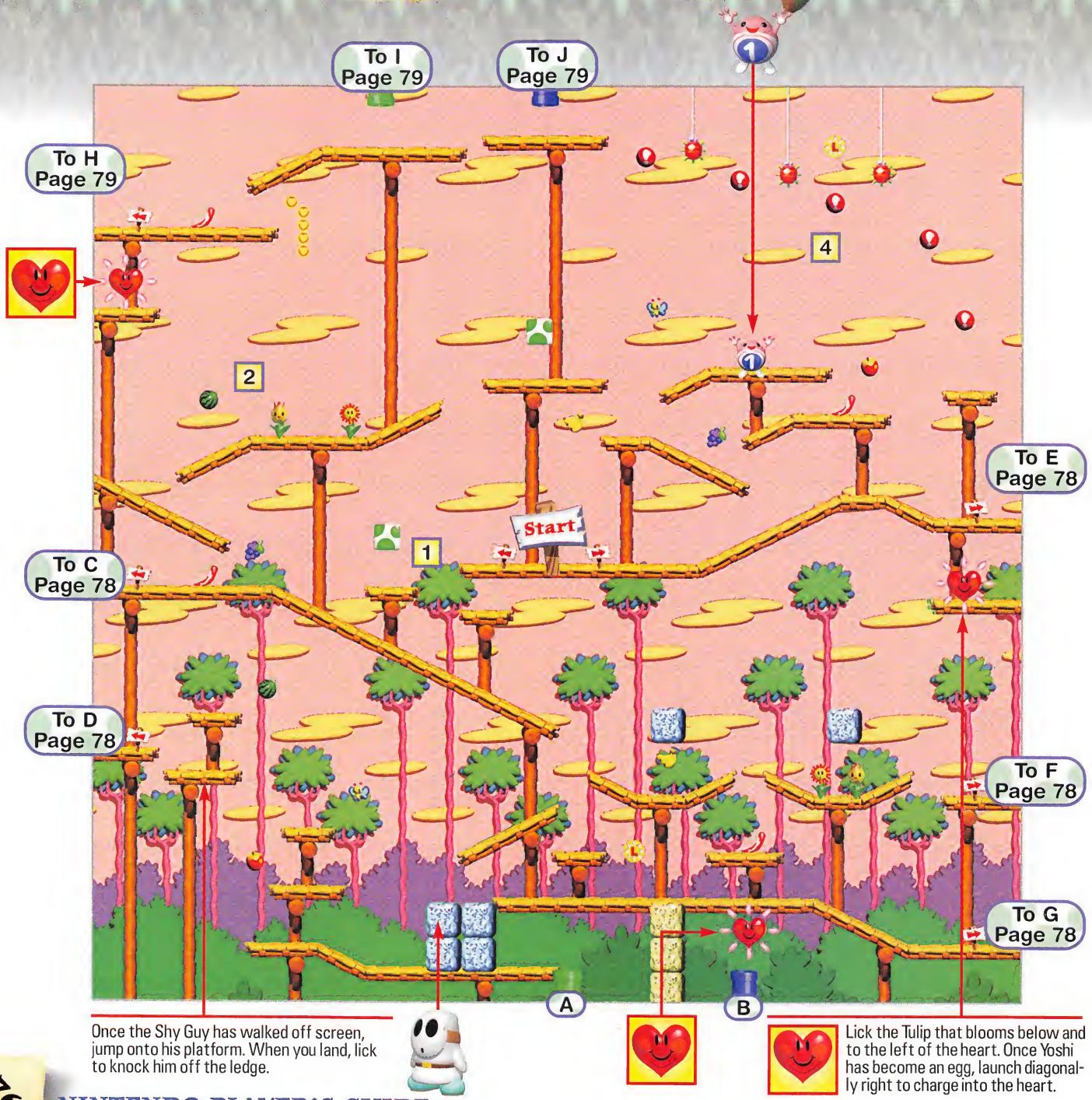


How does this garden grow? By eating Yoshis, that's how! Hungry Piranha Plants need food to stay green. And the Yoshis will need a few eggs to throw if they don't want to become fertilizer.

The blobby Neurons look wild, but they're actually tame and friendly. Yoshis can use Neurons to get around. But once they're boating in frog infested waters, the dinos will be on their own.

4-1 Jungle Hut

In the jungle, a maze of catwalks connects the treetops. The walkways lead to six jungle huts, and within each one is a miniature platform game where the prize is a bounty of melons.



Once the Shy Guy has walked off screen, jump onto his platform. When you land, lick to knock him off the ledge.

Lick the Tulip that blooms below and to the left of the heart. Once Yoshi has become an egg, launch diagonally right to charge into the heart.

Jungle Hut 4-1

1 Dodge Ball

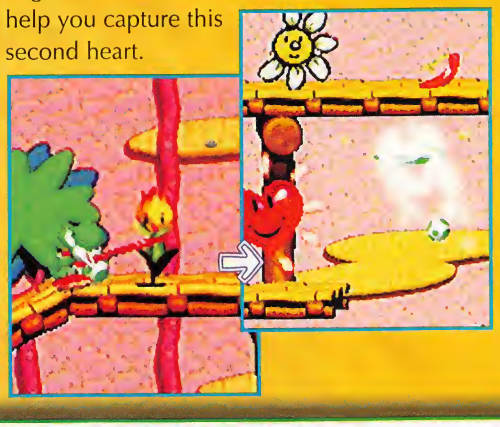
Gabon is the king of this jungle, and he'll hurl things down the platforms to trip up Yoshi (much like Donkey Kong did to Mario, once upon a time). Gabon has unlimited rocks to roll, so Yoshi will have to eat or egg him to stop the avalanche. And since Gabon is green, Green Yoshi will score more points and petals for gobbling up the bully.





2 Tulips for Two Hearts

After making your way past Gabon, hop up to the Turbo Tulip and give it a lick. When the Tulip transforms Yoshi into an egg, push the Control Stick down and to the right. Wait at least one second, then release the Control Stick to launch the egg into the nearby Special Heart. You'll find another Special Heart and Tulip at the opposite edge of the area, and the same technique will help you capture this second heart.



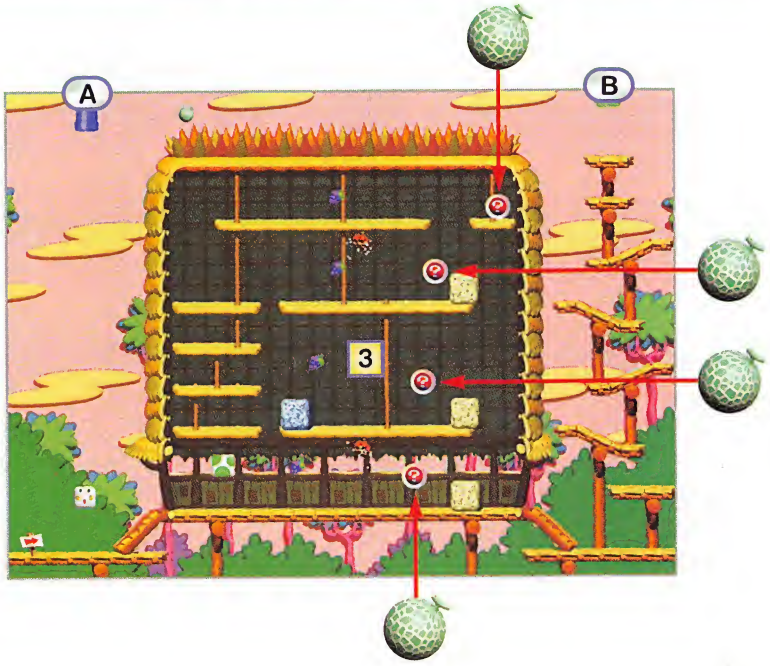
3 Beware of Bees

x4

Just because bees are busy doesn't mean they like busy Yoshis who are always on the go. If you try to zip past the buzzing bees, they'll form a hand that will stop you in your tracks. Avoid disturbing the bees by walking at a pace that's as slow as honey drips. By walking slower, Yoshi can get past the beehive without incident. Once you're past the bees, stay on the right side of the hut and hop up to collect the melons.

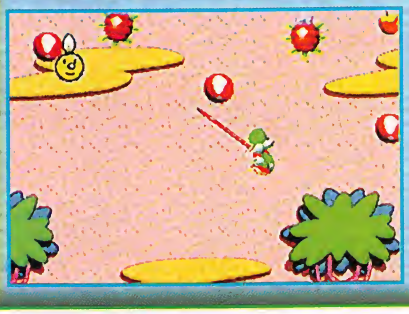






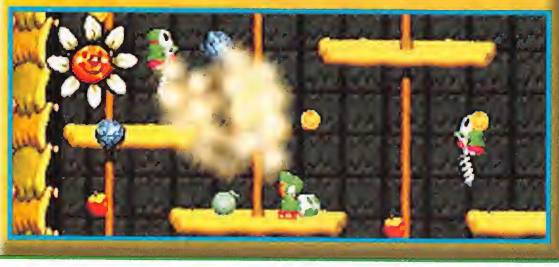
4 Web Site

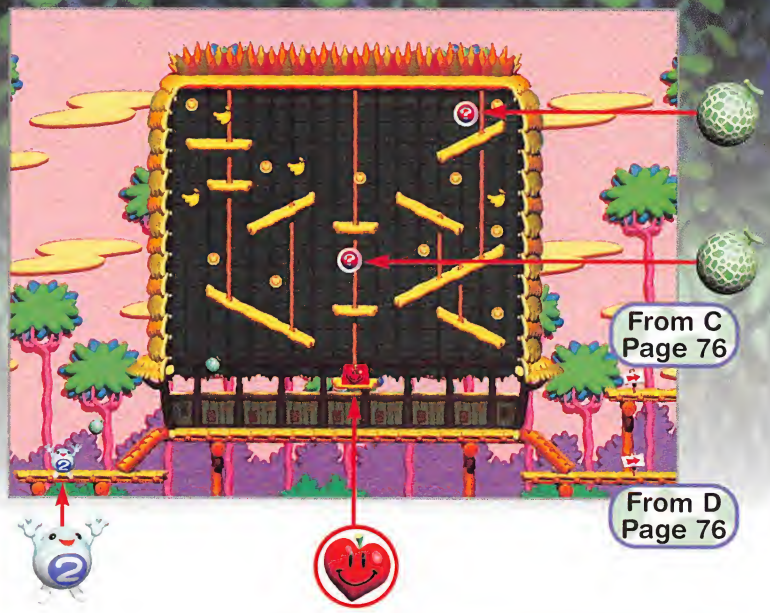
Spiders block your way as you travel left along the Surprise Balls. To avoid them, walk off the ball, then flutter to the next ball. In doing so, Yoshi will fly in a U-shaped path that soars beneath the spider's reach. Once you've fluttered past the spider, tap the B Button so Yoshi can anchor onto the next Surprise Ball. Since this particular route contains no melons, it's safer to avoid the area altogether.

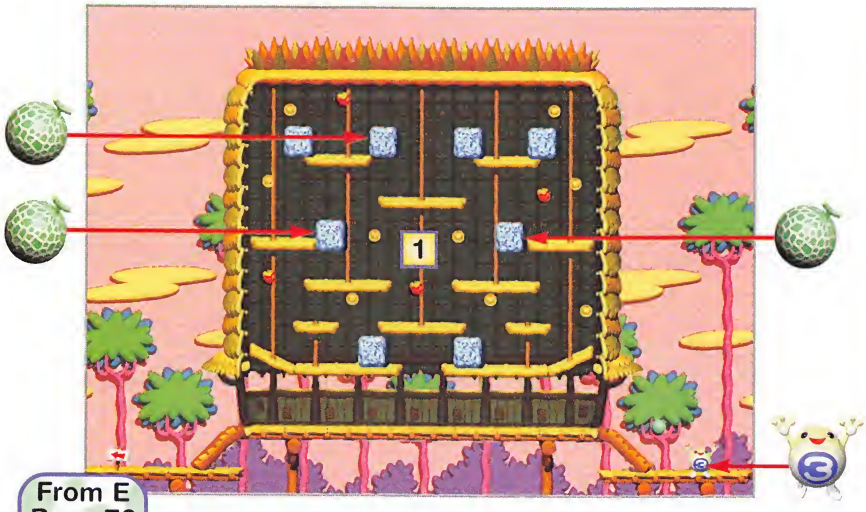


1 Pogo Hut x4

To uncover three melons, blast the two middle stones and the second stone from the left. Some Shy Guys on pogo sticks are trapped between the boulders, so be ready for your enemies to hop your way if you destroy the rocks that block them. Collect all the coins in the hut to get the fourth melon.





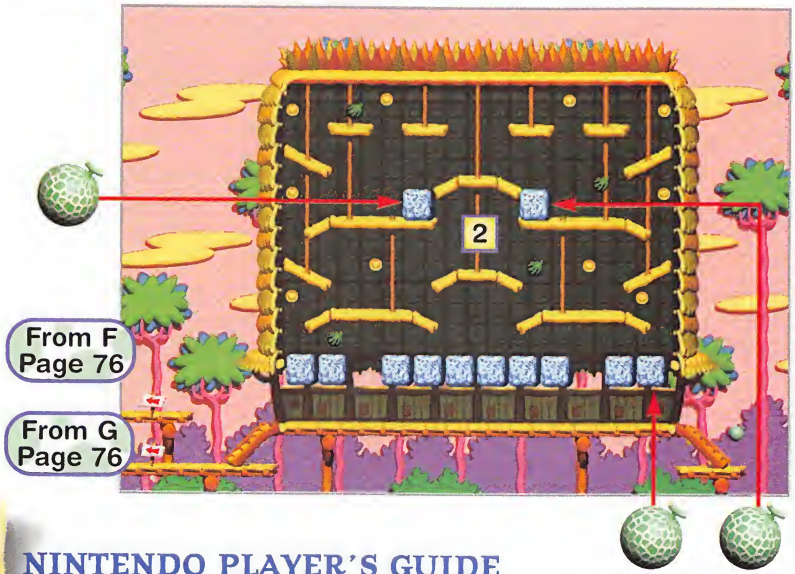


2 Gabon x4

As in the pogo-stick hut, Gabon's hut features three melons that are set in stone. Shoot the lower right stone and the two stones in the center of the hut to free the melons. To add a twist to the plot, Gabon has hidden a fourth melon in the hut. The fourth fruit will appear in the center of the hut if you collect every coin in the building.



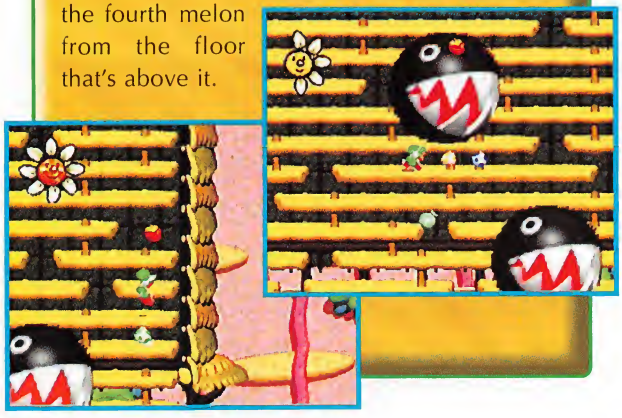


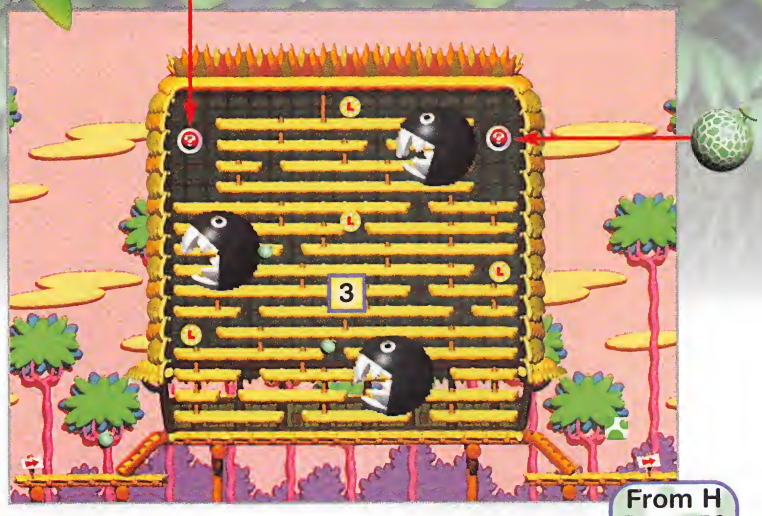


Jungle Hut 4-1

3 Chomp House x4

Three mammoth Chomps guard four melons, and, to borrow a line from another story, "My what big teeth they have!" Scale the hut's platforms along the right side. At the top, shoot the Mystery Ball to collect its melon, then head left. Drop through the gap to the lower floor, stop at the next gap, then leap left when the upper Chomp is out of range. Collect the melon inside the left Mystery Ball, then closely follow the middle Chomp as it travels left. Slurp up the third melon, then snag the fourth melon from the floor that's above it.

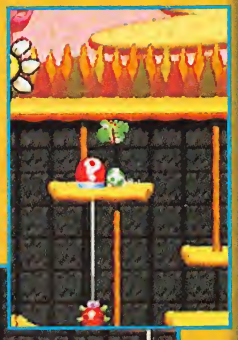


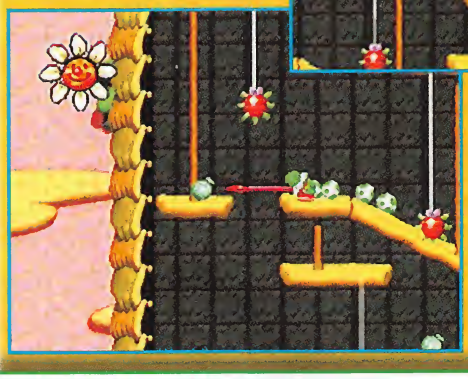


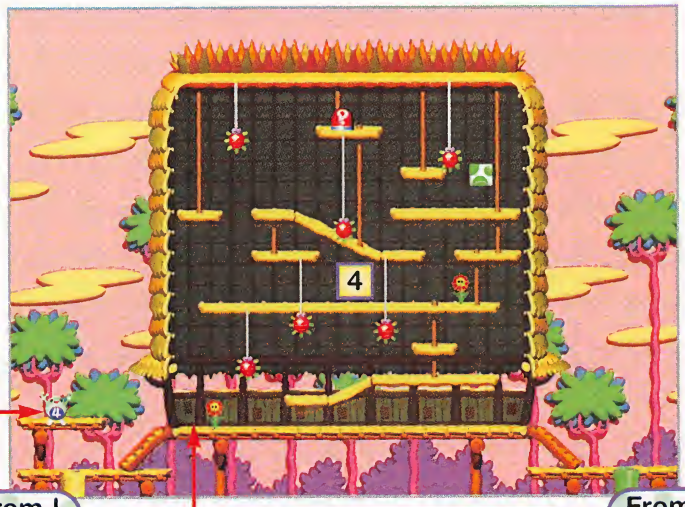
From H Page 76

4 Spiders' Lair x5

Spiders, as well as melons, reside in the final hut. To pick up the melons, Yoshi must first hit the Mystery Switch on the top floor. The spiders will spring down on you as you climb toward them, but if you pause before leaping to the next level, you'll be able to keep an eye on the spiders as they fall toward you. On the flip side of the page, if you race through the area, you won't have time to react to the spiders, let alone see where they're coming from.







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From J Page 76

Enter this hut with the melon being the last fruit you've eaten. Hit the switch and gorge on the five melons to get a heart. Eat the heart to reveal a secret letter.

4-2 Jungle Puddle

By sea or by land (or inflatable platform, as this story goes), the Yoshis will trudge through the depths of the Jungle Puddle, while watching for hearts, melons and hungry fish.



1 Berries and Eels

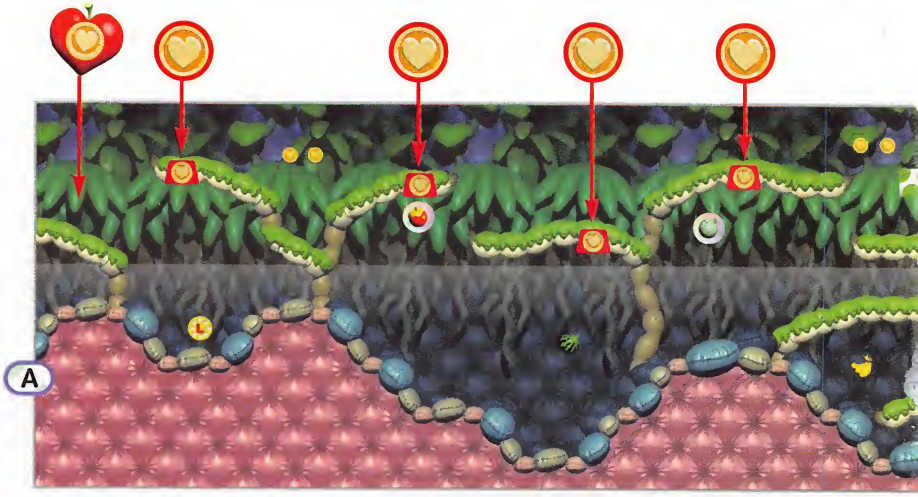
Bomb Berries sprout on platforms then quickly drop into the water. Avoid swimming near the surface, since you'll have little time to react to the swiftly dropping fruit. Instead, swim in deeper water, since the berries will travel slower as they sink. Also beware of Mr. Eel, since he can rob your Smile Meter of three petals if Yoshi touches him. How-ever, Yoshi can win back two petals by eating the eel.



2 Coins and Melons

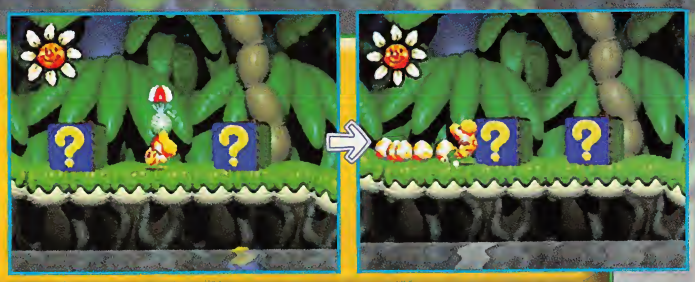
Melons don't come for free, so Yoshi will have to pick up a couple of coins to earn the right to the hidden fruit. By pocketing the left and right coins, Yoshi will make a melon appear on top of the middle coin.

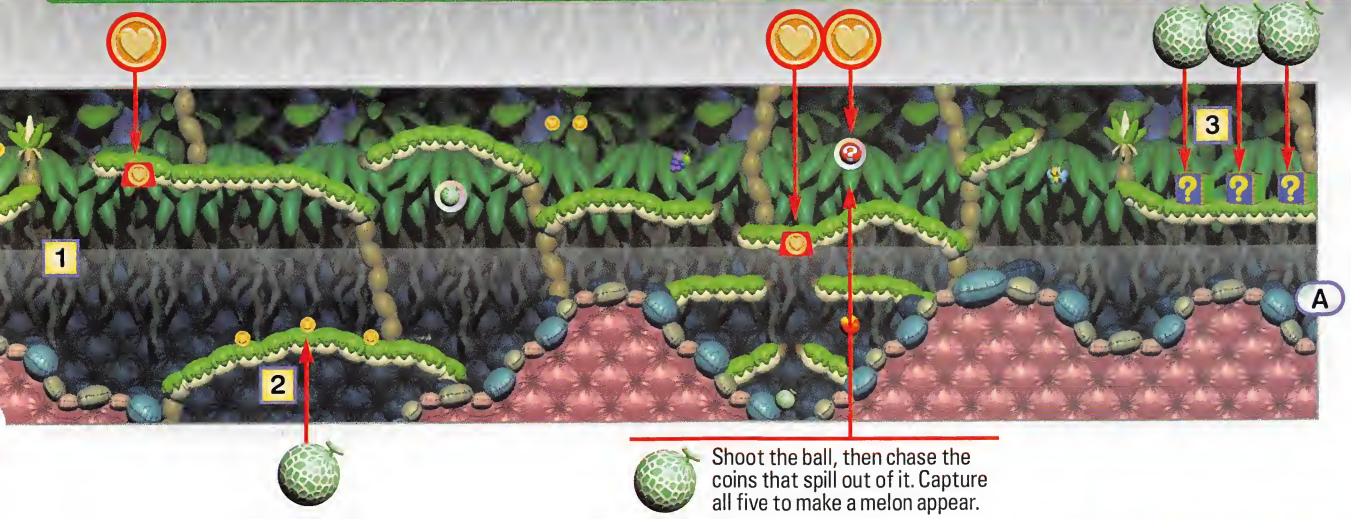




3 Three Crates of Melons x3

If you break open the three crates in the correct order, they'll each turn into a melon. First, pound the middle crate into the ground to transform it into a melon. Gobble it up, then push the remaining two crates together for two more melons. If you picked up the three previous melons, you'll activate a coin formation.

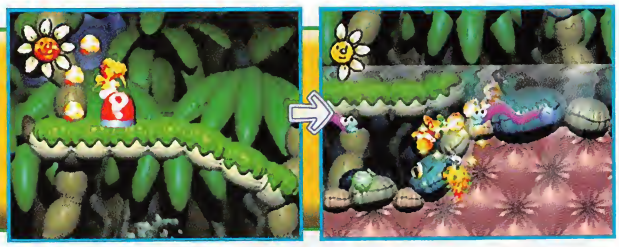


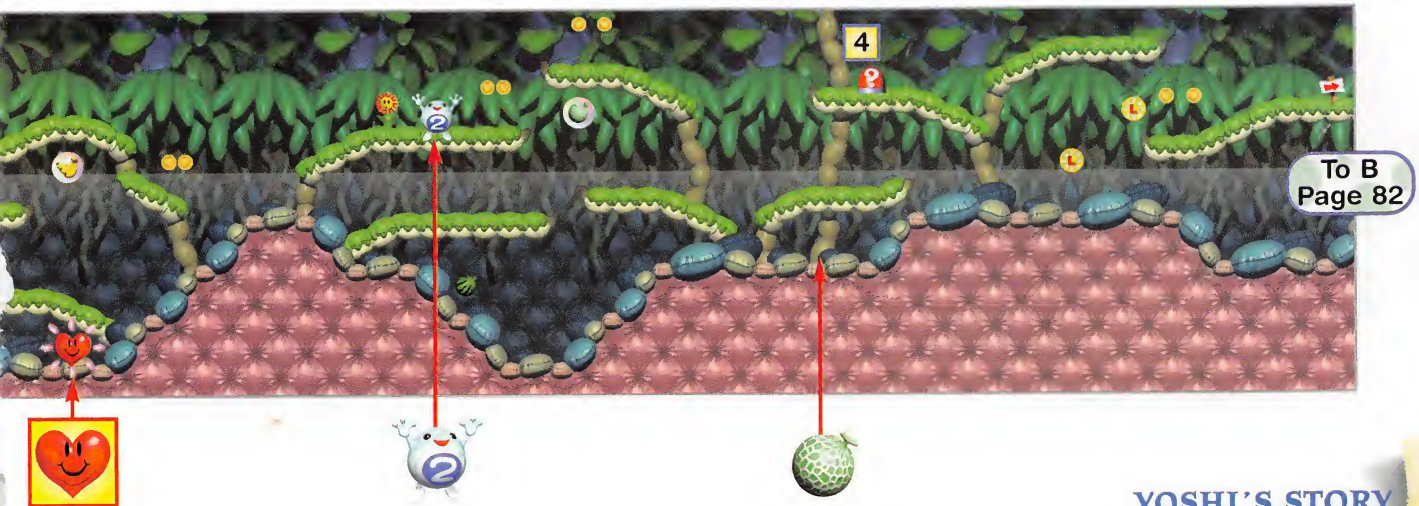


Shoot the ball, then chase the coins that spill out of it. Capture all five to make a melon appear.

4 Diving for Treasure

Stomping on the Mystery Switch unloads 19 coins and one melon onto the platform and into the water below. Scramble to collect the items before they vanish, but beware of the eels and Bomb Berry.







1 A Fish Story

The Blurps have an appetite for Yoshis and will leap out of the water to nibble on one. The Red Blurps hop, while the Blue Blurps hop and spit out water to keep Yoshi from running away. It's difficult to swim away from the Blurps, so stay on high ground and always keep moving. If the Blue Blurp sprays you, keep fluttering to avoid becoming fish bait.



2 Box Drop ×2

Since pushing two crates together will usually turn them into melons, try sliding the top crate off the right edge of the platform. When the box hits the ground, it will land on the same platform as another Mystery Crate. Push the two boxes together, and, once they touch, they'll change to melons.



3 Seven Steps to Seven Melons ×7

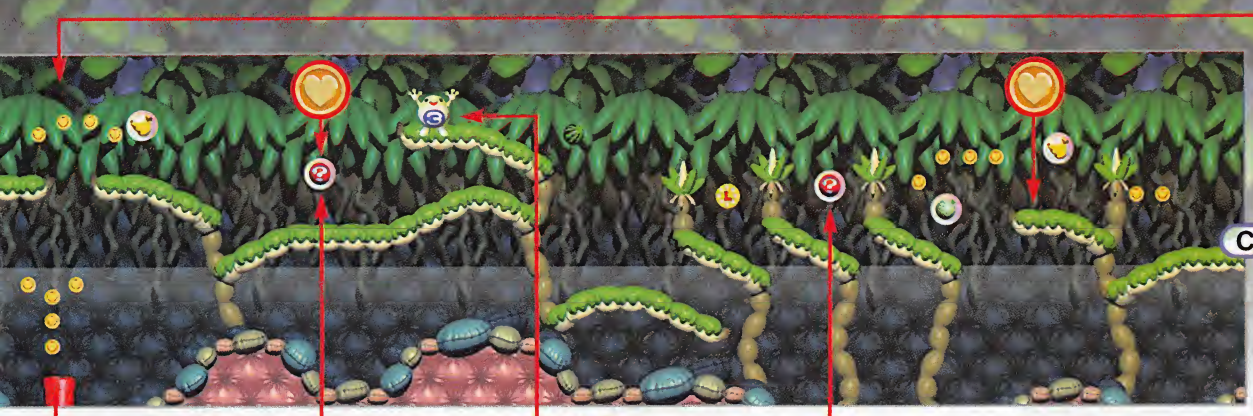
Always leap to a higher rock "stair" when Yoshi's stack is tilted slightly to the right. If the stack begins slanting to the left, slowly take a step back onto the lower block. Since Yoshi won't fall through the gap between blocks while backtracking, the dino can easily regain control of the toppling stack.







Jungle Puddle 4-2



Hit the bubble, then nab its coins to win a melon. Beware of Blurps!





Push the left block to the right edge, then push the right block off the ledge for two melons.

4-3 Piranha Grove

The Yoshis stumble into a prickly situation in Piranha Grove's thorny garden. To stay happy, they'll have to venture past Piranha Plants of every pesty variety imaginable.





1 Piranha-Rama

The Yoshis are going to have to weed this garden! Piranha Plants snap their jaws at Yoshi, but an egg tossed at its bud will make the plant wither away. Piranha Pests are even worse since they can fly and have tongues as long as Yoshi's. The plants swallow Yoshis whole, and when they spit them out, the dinos will be microscopic. Avoid being shrunk by pelting the pests with eggs from the clouds above.



2 Weed Whacking ×2

Get rid of the Piranha Pest and the two Piranha Plants that stand between the two Mystery Crates. Once you've cleared the way, push the right crate to the left, then push the left crate off the stump to uncover two melons.





Piranha Grove 4-3

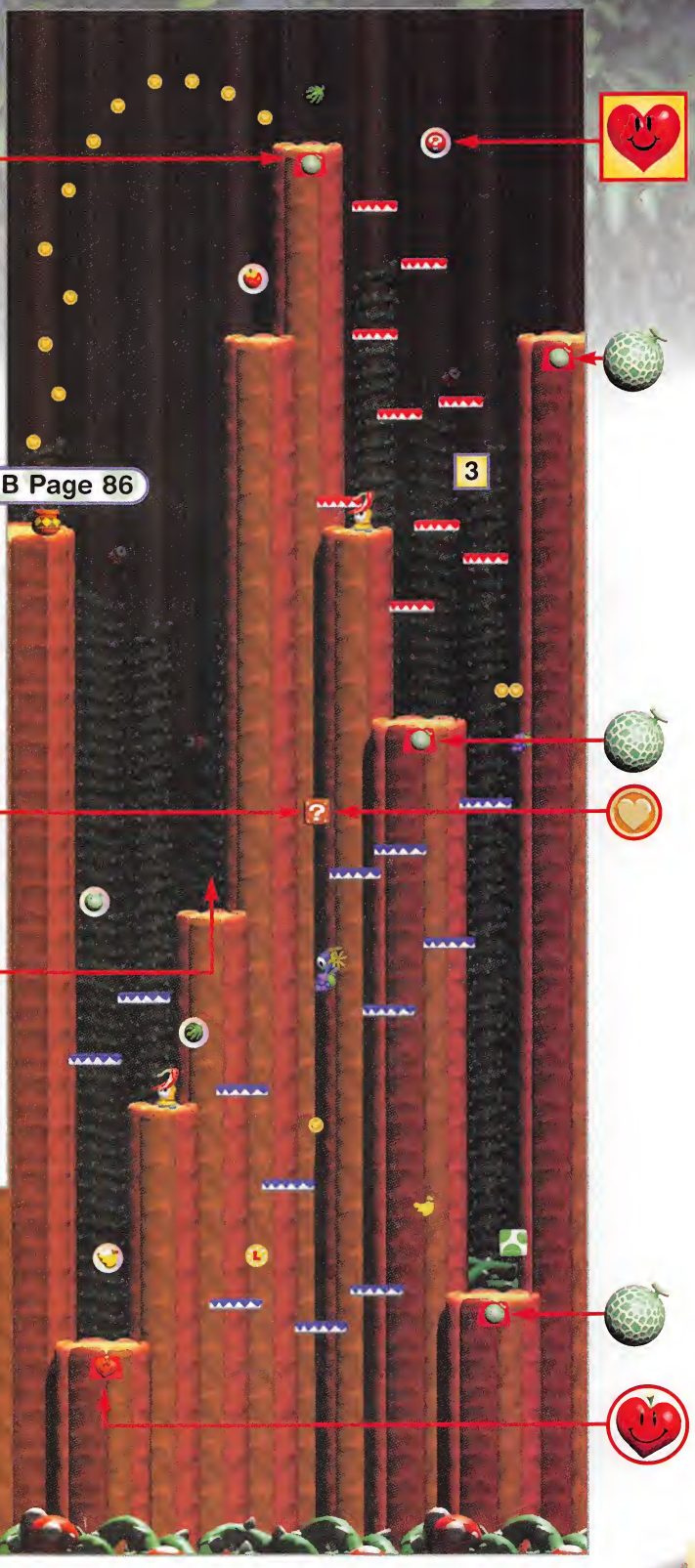
3 Eggless

When the Piranha Pest eats you, it steals your eggs. Egg Blocks are few and far between, so spare the Shy Guys until you need to eat them for ammo.





To B Page 86





Stand on the edge of the sliding platform to bump the coins out of the Mystery Block. If Yoshi manages to empty the block of its coins, a melon will appear.

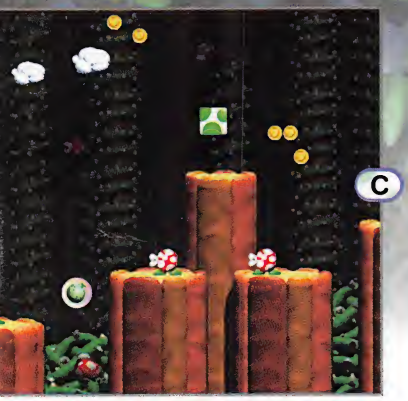
Blast the Piranha Pest, then ride on the sliding platform to lap up the falling melon.

From B
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1 Egg and Roll

Rather than backpedaling on the ball to ride and roll it across the jungle floor, stay on foot and shoot the Piranha Plants and Pests instead. Piranha Plants are tough to target when Yoshi's on the ball, and you won't score any points for steamrolling over a Piranha Pest.





2 Like a Rolling Stone

Even with boots, the Yoshis will have a sticky time walking on the bed of thorns. To head down the prickly hillside, get on the ball and stand to the right of its center. By walking backward, Yoshi can safely roll down the slope without getting stung. After rolling across the sixth step, leap from the ball.



3 Piles and Pest x7

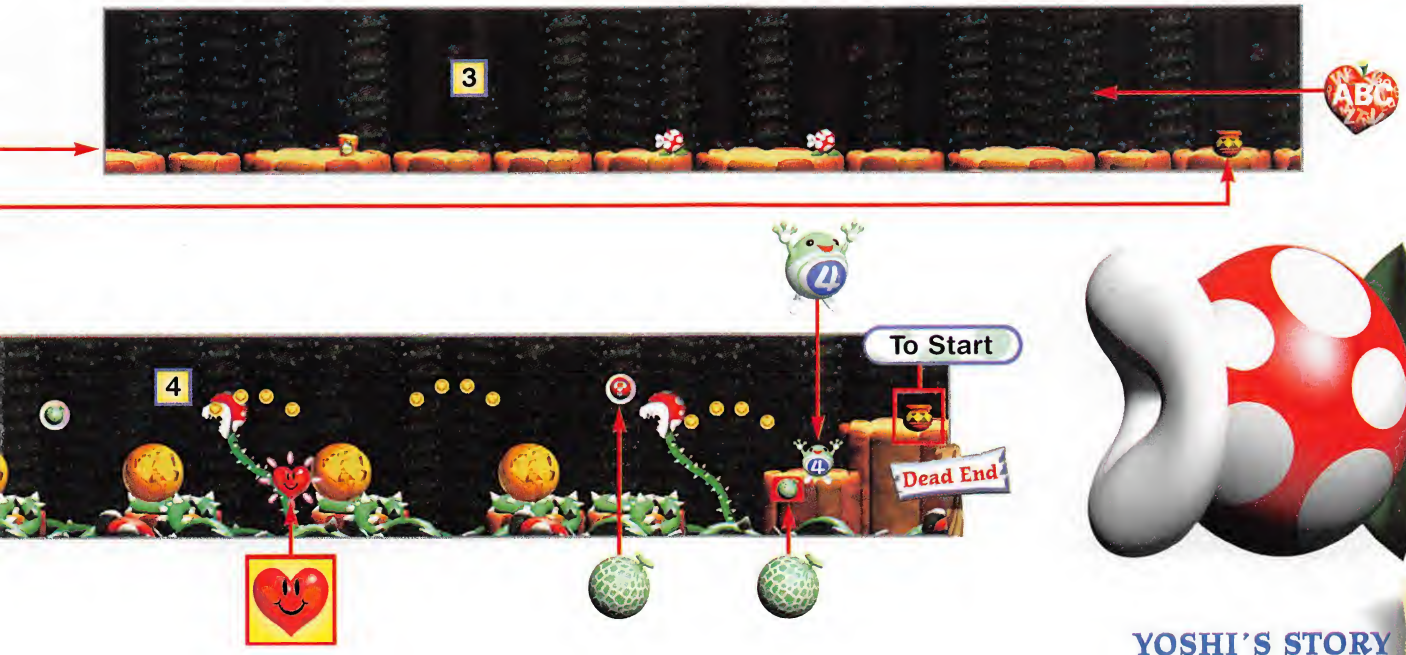
Before the ball rolls off the sixth step, jump to the right and follow the coins up to the vase. When you warp, you'll enter another "Special Delivery" minigame. Only two Piranha Sprouts stand in your way, so once they've been weeded, begin the balancing act.

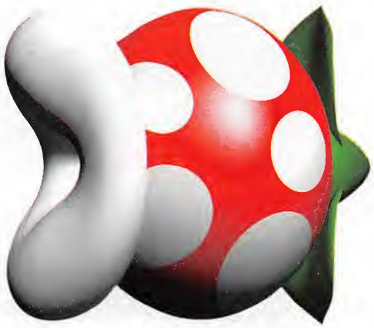


4 Keep Those Dinos Rolling

Before entering this area, stock up on eggs. While rolling on the balls, use the eggs to shoot the melon inside a bubble, Piranha Plant and Special Heart. You can roll on each ball for only a few steps, since your ball will quickly roll into the thorny abyss. Before leaping from the first ball to the second, shoot the bubble so it doesn't block your jump, then roll and shoot the plant and heart.





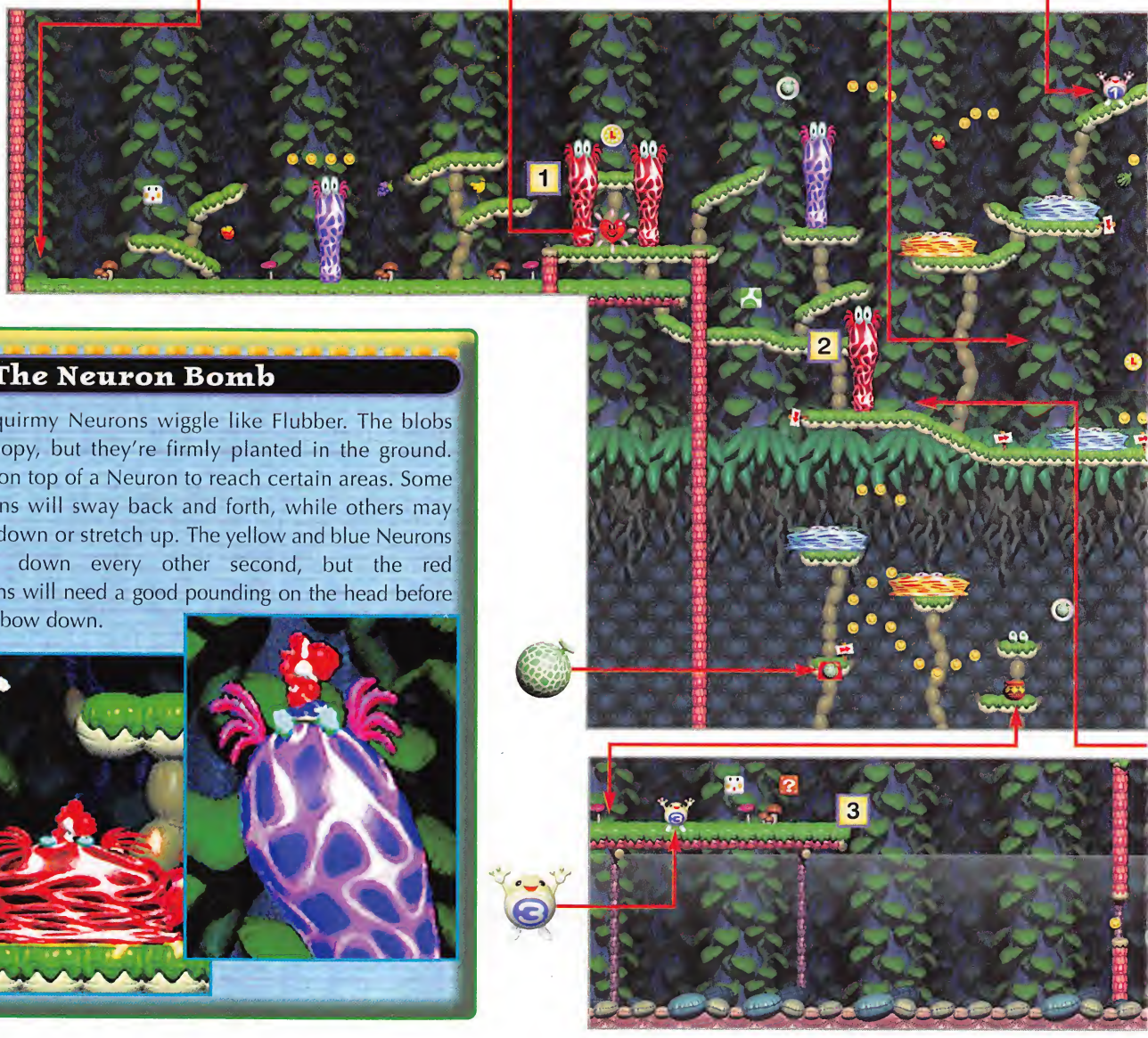


4-4 Neuron Jungle

Some new friends pop up in Yoshi's Story. The squishy and blobby Neurons live in the jungle, and they'll act as an elevator of sorts to lift the Yoshis into the next page.



If you fall through this general area, a melon will drop out of the sky. Head left from Miss Warp #1, then drop down the gap between the two Neurons.



1 The Neuron Bomb

The squirmy Neurons wiggle like Flubber. The blobs are goopy, but they're firmly planted in the ground. Stand on top of a Neuron to reach certain areas. Some Neurons will sway back and forth, while others may squat down or stretch up. The yellow and blue Neurons squish down every other second, but the red Neurons will need a good pounding on the head before they'll bow down.



2 Having a Melon Ball

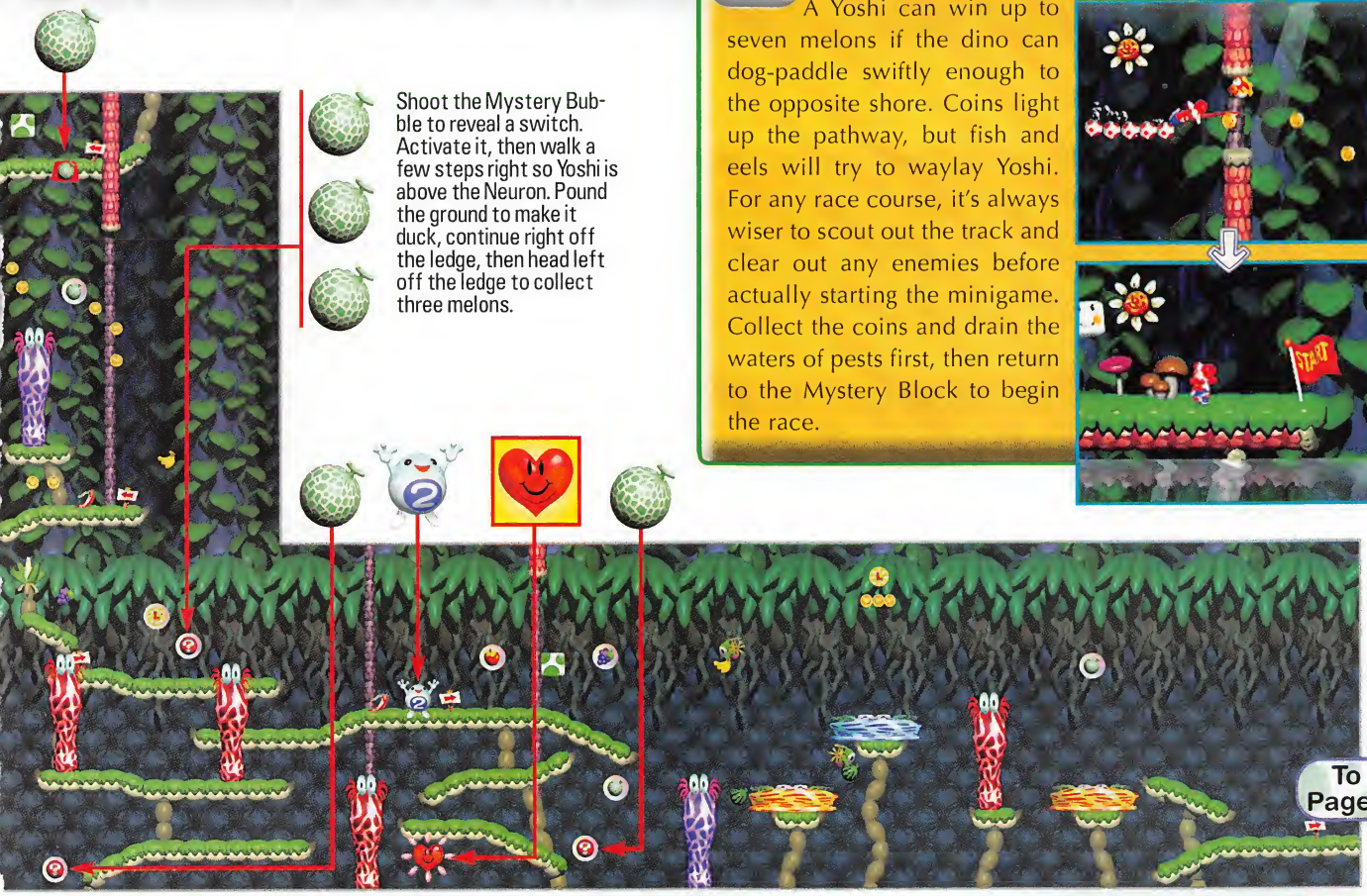
Stomp on the red Neuron's head. When it ducks down, head left to the ledge, then drop straight down to the blue Neuron. Leap to the yellow Neuron, then continue to the right to the next platform. Poach the pair of eggs that is there for the taking, then blast the bubble for a melon.



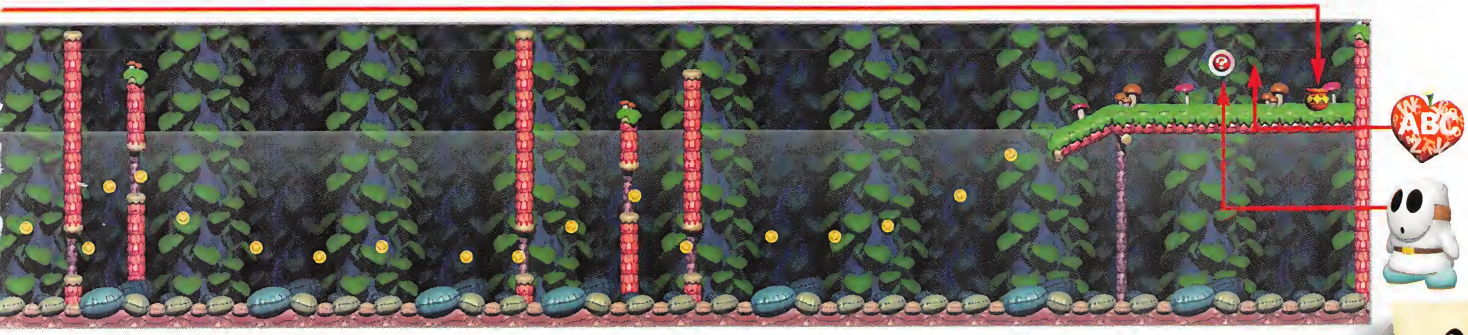
3 Water Melon Swim ×7

A Yoshi can win up to seven melons if the dino can dog-paddle swiftly enough to the opposite shore. Coins light up the pathway, but fish and eels will try to waylay Yoshi. For any race course, it's always wiser to scout out the track and clear out any enemies before actually starting the minigame. Collect the coins and drain the waters of pests first, then return to the Mystery Block to begin the race.

Shoot the Mystery Bubble to reveal a switch. Activate it, then walk a few steps right so Yoshi is above the Neuron. Pound the ground to make it duck, continue right off the ledge, then head left off the ledge to collect three melons.



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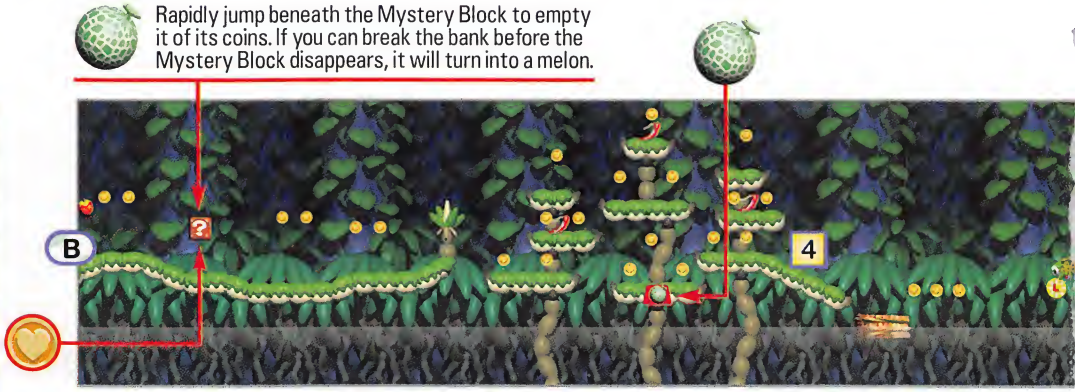
From A Page 89

1 Up the Creek

This swamp's not big enough for another hopping creature with a long tongue, so the frogs aren't all too excited when Yoshi crashes into their pad. To float safely across the pond, stow away in the tub for a ride. Once aboard, the wooden boat will automatically float to the right. As the current sets the boat adrift, Yoshi can leap up for coins and lick up incoming frogs.



Rapidly jump beneath the Mystery Block to empty it of its coins. If you can break the bank before the Mystery Block disappears, it will turn into a melon.



2 Sea Cacti

Yoshi can't eat or shoot the sea cacti, and the hanging cacti are a particularly prickly situation since they'll uproot themselves to drop onto Yoshi's head. When you see one trying to wriggle free, head to the front or back of the boat to stay out of the falling cactus's path.



3 Mysterious Heart

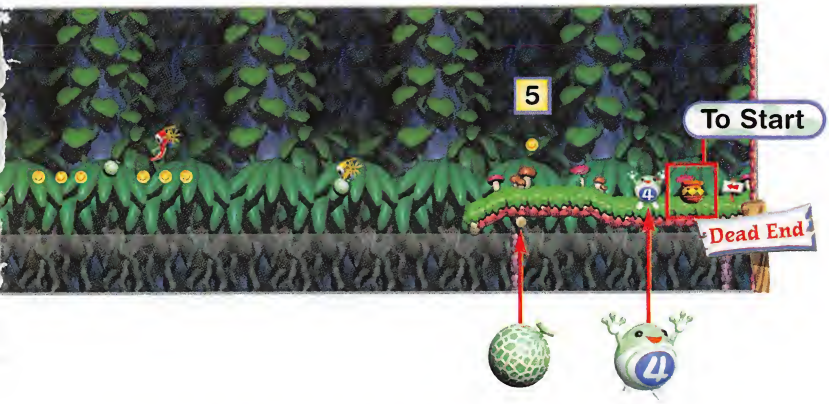
Shoot the Mystery Ball to uncover a Special Heart. Your first instinct may be to flutter above the field of cacti to reach the heart, but you'll have a tough time finding a safe and soft landing spot. Rather than capturing the heart by flying up to it, shoot it from where you stand.



Neuron Jungle 4-4

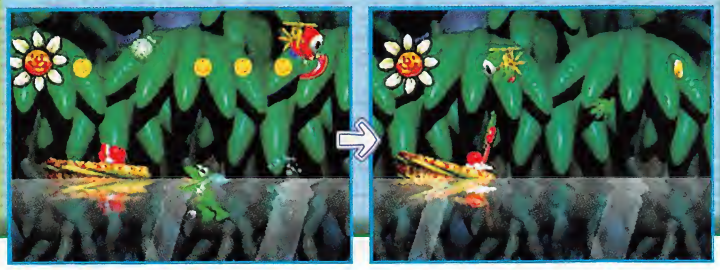


Chase down the coins that escape from the Mystery Ball when you shoot it. The melon you earn may appear by a chili pepper, so carefully lick up your prize.



4 Captaining Courageously

More frogs attack seafaring Yoshi here and they've recruited the Shy Guys to help out, too. The Shy Guys carrying fruit flitter overhead and, with a quick hop, lick and a jump, Yoshi can steal their cargo. The dino can also snag coins by jumping, but beware of the frogs. While bouncing aboard the boat, Yoshi can be caught off guard by a frog. If Yoshi falls overboard, avoid swimming off the bottom of the screen or the dino will be deep-sixed like the Titanic.



5 Melon Miser

If you're trying to find all 30 melons, you'll have to model your Yoshi's Story strategy after another story's main character: the penny-pinching Scrooge. By picking up all the loose change that's strewn about the Neuron Jungle, you'll be rewarded for your miserly ways with a payoff of one melon. Scour the dickens out of the area for coins–if Yoshi pockets every single one, a melon will appear by Miss Warp #4.



Page 5

Ocean

Yoshi's Story becomes a naval novel as the dinos set out to sea. They can see Baby Bowser's castle looming on the opposite shore, so they know they are just pages away from finishing the book. Of course, there's more to the story: to cross the ocean, the Yoshis must escape jellyfish, torpedoes and Bob-ombs.



1 Lots o' Jellyfish



Coin Totals	
	= 76
	= 0
ABC	= 50
Total	= 126

High Score = 5,650 Your Best =

Beyond the sea lies Baby Bowser's castle. The Yoshis will get the notion to swim the length of the ocean, but lots o' jellyfish will see to it that things don't go swimmingly.

2 Lots o' Fish



Coin Totals	
	= 83
	= 28
ABC	= 15
Total	= 126

High Score = 5,680 Your Best =

The Yoshis will find themselves in over their heads in deep water and deep trouble. Sea cacti, sea anemones, and deep-sea Shy Guys in submarines are all anxiously bubbling over to wipe out Yoshi.



3 Shy Guy Limbo

Coin Totals
= 78
= 8
= 49
Total = 135

High Score = 5,817 Your Best =

How low can you go? You won't have to stoop low to escape the Shy Guys' limbo sticks, but you might want to duck when Lakitu or the Do-Drops try to get the drop on the dinos.

4 Shy Guy's Ship

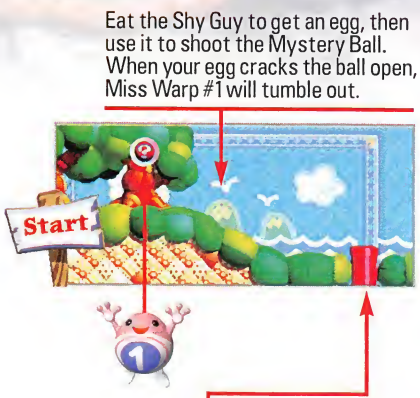
Coin Totals
= 48
= 0
= 49
Total = 97

High Score = 5,696 Your Best =

Avast, ye Yoshis! Shy Guys in pirate ships will launch Bob-ombs amidst a confusion of Bullet Bills and Goonies. Caught somewhere in the middle of this story's conflict and crossfire will be the Yoshis.

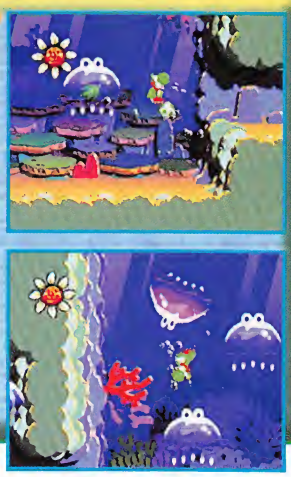
5-1 Lots o' Jellyfish

Perhaps not as deep as 20,000 Leagues under the Sea, this chapter nonetheless will dive headfirst into danger, introducing the Yoshis to leagues of titanic marine meanies and Shy Guys.



1 The Jellyfish Slip

Jellyfish patrol the waters, and a few stings from the marine monsters can deep-six your dinosaur. The billowy baddies come in two colors, and each type of jellyfish swims in a different pattern. The blue ones will swim only straight up and down, so Yoshi can easily escape them by swimming to the left or right. Jellyfish of the pink variety are tougher to elude, however, since they can zero in on Yoshi by being able to swim diagonally in any direction.





2 Up Against the Wall

Swim close to the ocean walls to let the jellyfish skirt by without stinging Yoshi. Your dino will also have a brush with danger if you send it swimming into a tunnel. Jellyfish like to follow Yoshis and corner them in dead ends. To avoid getting trapped, throw your slimy foes off Yoshi's tail by swimming away from the passage you want to enter, then immediately doubling back to swim into the tunnel.





3 Spiny Fish

Yoshi has no appetite for the spiny fish—since eating one would be like swallowing a pincushion. Since the Yoshis can't throw eggs underwater, steer clear of all spiked pikes. The fish are quite easy to avoid, however, since they swim left and right while also drifting up or down only ever so slightly.



4 Lost at Sea

The maze area is overflowing with spiny fish and fruit-filled jellyfish. Coins flood the area, too, so explore the maze for the booty. It'll be a confusing journey, but as long as you keep heading to the lower right, you'll be able to reach the red pipe at the maze's exit.

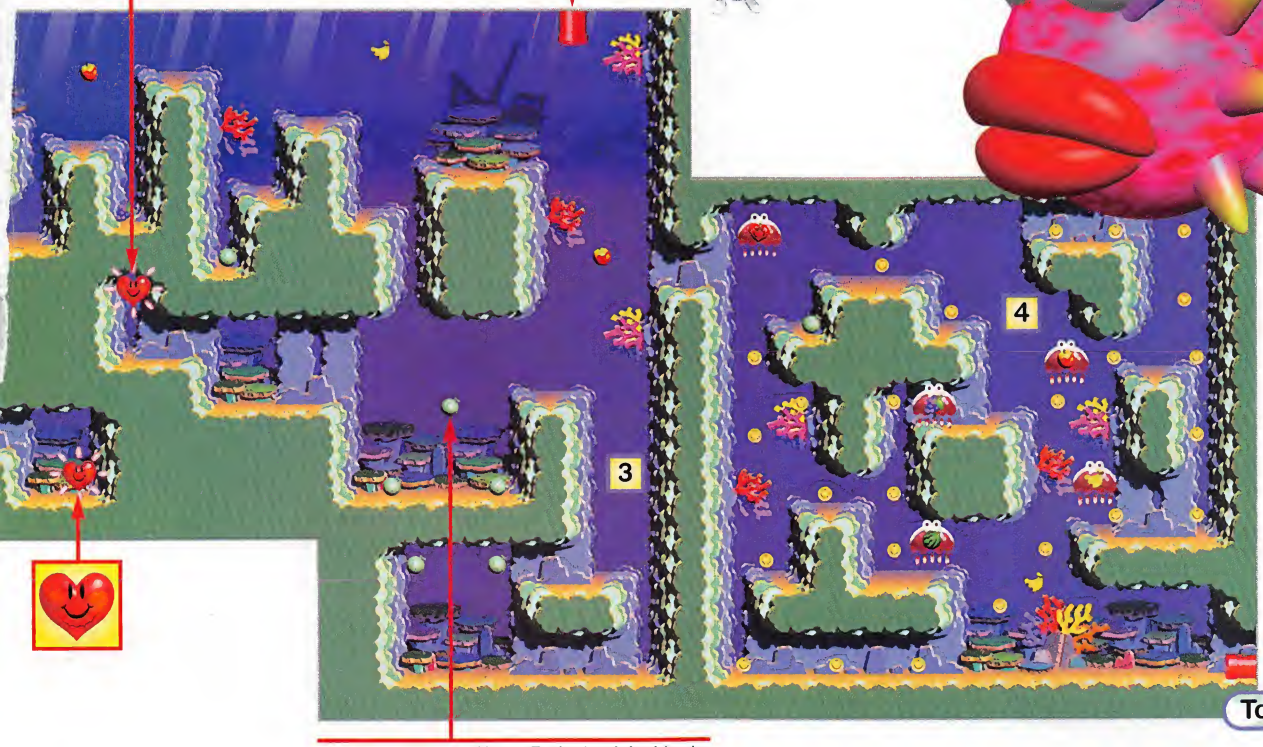






There's a light at the end of this tunnel. Swim into the pipe to enter a recovery area where Yoshi can feast on Power Flowers and Power Bees. The flowers are always in bloom, so reenter the pipe whenever Yoshi needs a boost.





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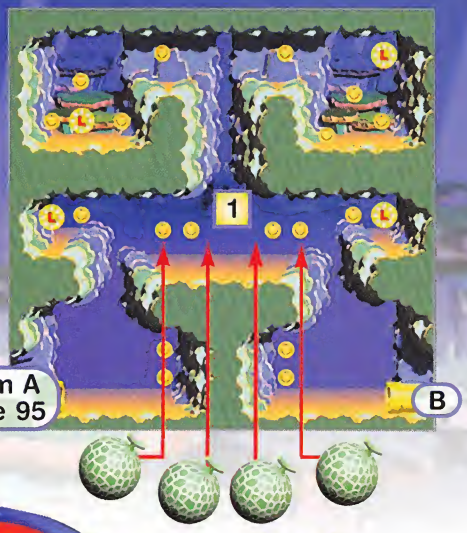
Eat the Heart Fruit that's inside the jellyfish, then swim left to collect the special coin formation that will appear by the triangle of melons.

1 Snorkel Snake

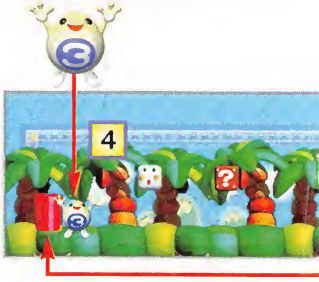


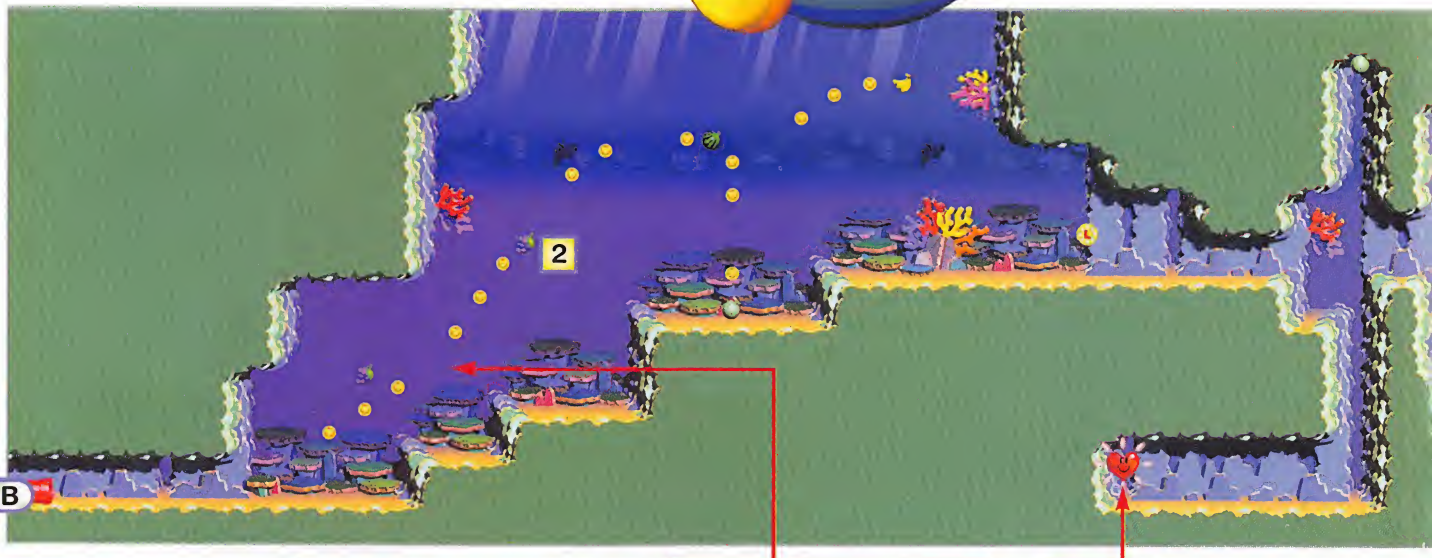
The Snorkel Snake curls through the water to close in on Yoshi. The serpent's body has damaging spikes, but its long snout can't harm Yoshi. If it catches up to you, you'll have a second to safely escape the nose before the snake's spiked body is close enough to do any harm. As the snake circles the area, collect every coin and eat every fish to make four secret melons appear. The snorkeler will try to wrap itself around Yoshi, but it can't curve its body very tightly. Float near the inside of the curve of its turning body so your dino diver will avoid getting skewered.











Don't bother waiting for the light blue jellyfish to swim up or down—they'll refuse to move.

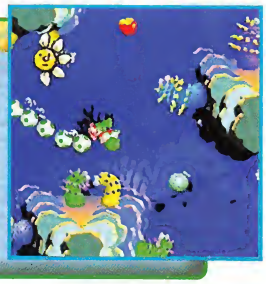
2 Shy Guys in Submarines

Aboard their subs, Shy Guys are invincible. Plus, they can fire homing missiles that'll chase Yoshi until they hit their target or a wall.



3 Sea Cacti

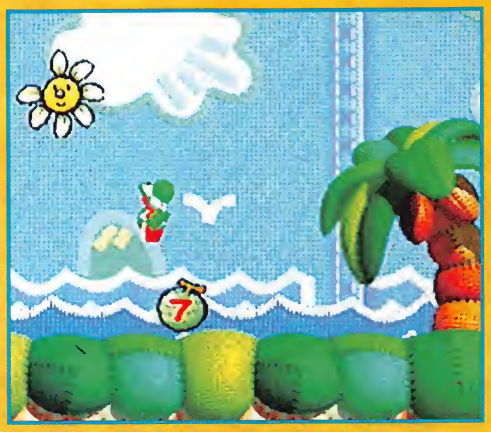
Swim steadily to avoid the sea cacti. Melons float near them, but Yoshi's tongue is long enough to lap up the fruit without having to swim too close to danger.



4 Tehee Trampolines ×7

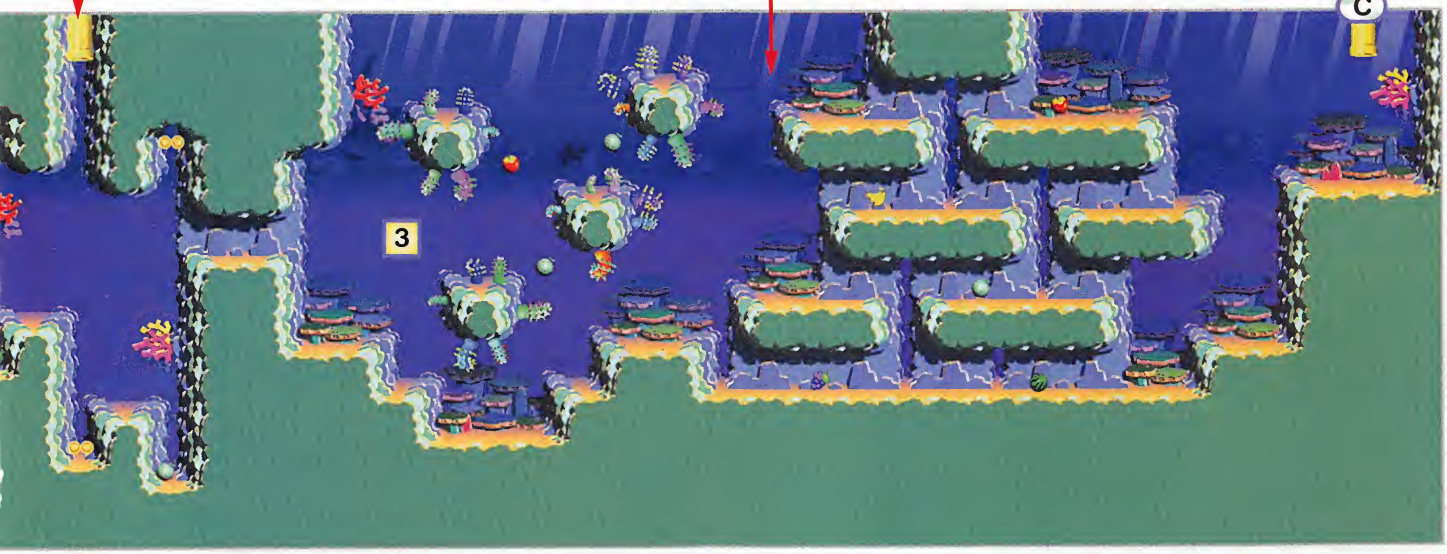
Yoshi must long-jump from the starting flag to the seventh marker without touching the ground. It will take a giant leap, so start from atop the Message Block and flutter as high as possible while gliding to the right. You can sail through the air for only so long before your flutter sputters out. To regain your flutter, release the A Button when Yoshi is directly above a Tehee Butterfly. When Yoshi lands on the bug, press and hold the A Button to begin a fresh flutter jump.







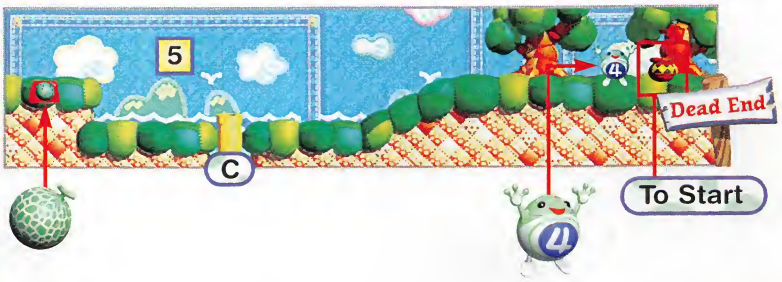




5 Shy Guy Squad ×2

If Yoshi's eaten all the fish in the Snorkel Snake area, you'll have six eggs to shoot down the flying squadron of Shy Guys. Two of them carry melons, so position Yoshi on the left ledge, then fire away.





5-2 Lots o' Fish

The title of the chapter says it all. Yoshi will dino-paddle into lots o' fish, as well as lots o' sea cacti, lots o' sea anemones, and even a couple swarms o' bees, too.



If Yoshi pounds the ground where the Power Flower grows, a handful of gold coins will appear.

To find one of the many secrets in this area, pound the ground to uncover the hidden coins.



1 Chowder Power

When the clam opens, bubbles gurgle out of its shell, creating a rising current that can push Yoshi into prickly, dangling sea cacti. To avoid getting tangled in the flow, wait for the clam to clam up, then swim by before it has a chance to reopen its trap.



2 Secrets over the Edge



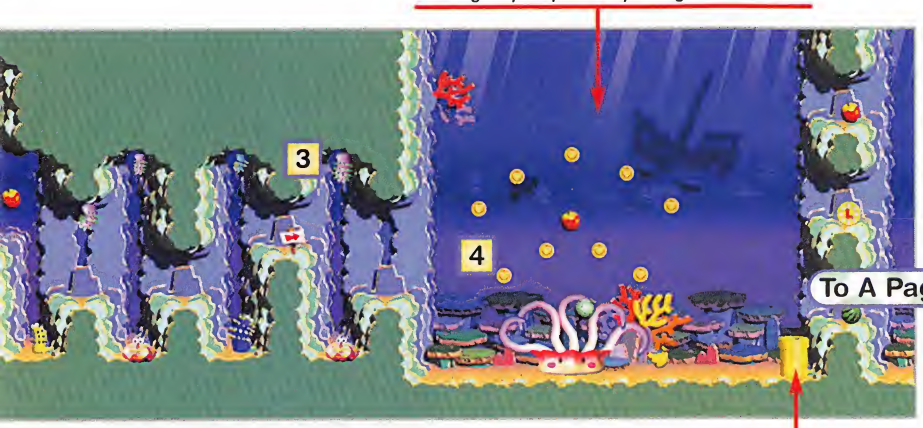
The cliff is too high to jump over, and the arrow sign at the foot of it seems to be telling you to go away. However, there's more to the story: the arrow actually points to a secret spot where Yoshi should pound the ground. If the dino does so, three platforms will appear, making it possible to scale the cliff side. On the opposite side, you'll find Poochy and a pair of crates. Blast the Shy Guy and the boulder, then push the crates together for a pair of melons. You'll find another melon if you stomp near Poochy, and you'll find coins by stomping around where the boulder once was.

3 Caught up in the Cacti

If your Yoshi gets stuck in a clam's current and is helplessly headed for a sea cactus, swim to the sea walls to the left of the plant. Since there's space between those walls and the cactus, Yoshi can safely float there while waiting for the clam to shut up. Walls like those to the left of the cacti (the sea walls without dark shadows cast over their cardboard layers) always offer a little extra room for dodging sea creatures.



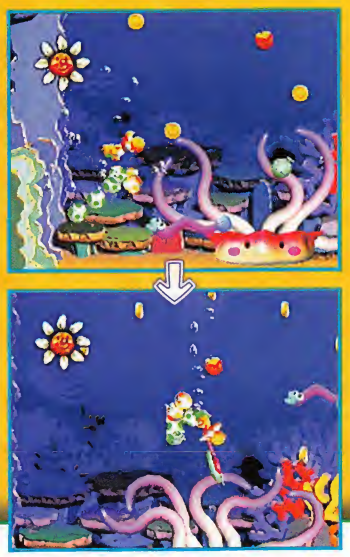
If you're impatient and swim after the coins before the sea anemone pulls in its arms, you can regain your petals by dining on eels.



To A Page 100

4 Anemone

If you see an enemy like a sea anemone, avoid swimming into its slinky tentacles. A melon floats within the sea anemone's stinging reach, but Yoshi's long tongue will be able to lap up the fruit from a safe distance. If the sea anemone manages to tag you with its noodly arms, you'll easily be able to recover since this area swims with many munchable eels that will earn your Smile Meter two petals apiece.





5 School's Out x7

Yoshi had better be in the mood for seafood, because a school of Cheep Cheeps will swim through this area, and some will be toting melons in their fins. On either side of the area sits a clam that will try to swish Yoshi away from the fish. Station Yoshi in the middle of the area to avoid getting caught in the clams' undertow, then gobble every fish. Once the school's attendance has dropped to zero, a Special Heart will appear to reward your studious efforts.



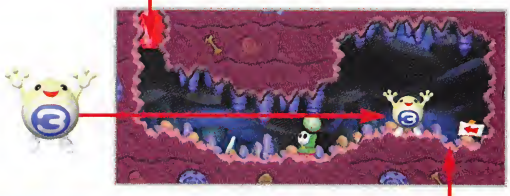


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Spiny fish swim back and forth near the tunnel. If one pokes you as you paddle behind it, nibble on an eel.

To snag the melon, swim to the right corner of the ocean floor and lash out Yoshi's tongue.





Pound the ground to make a switch appear, then activate it to uncover two hidden melons.

1 Hive and Seek



After waking up Miss Warp #2 and loading up on egg ammunition, place your targeting cursor behind the blue boulder, then fire. Your egg will pulverize the boulder as well as trip the Delay Switch in front of it. Once the switch has been activated, a trail of coins will appear on the ground. Duck down and scoot slowly along the trail so you don't disturb the bees. Once you're past the first boulder, you can pick up the pace until you reach the next beehive. At the second nest, slow down to sneak by. The coins will be available for a brief moment, but don't let the short blip make you anxious. Take your time or the bees will slow you down even more.

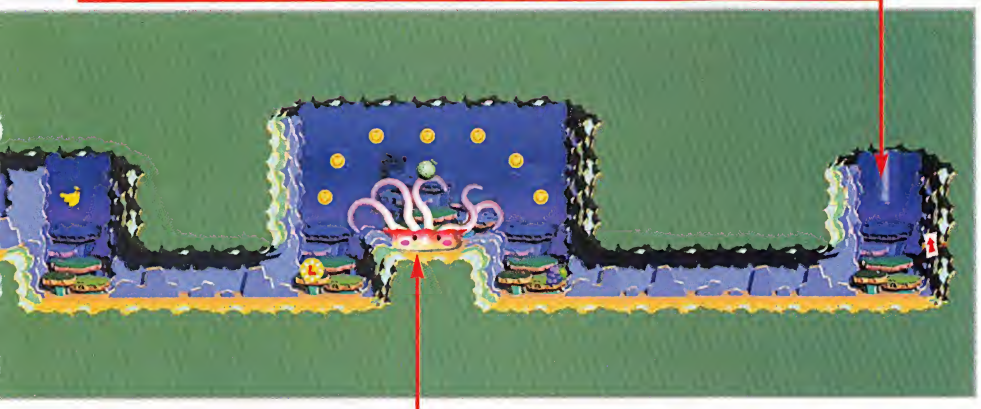




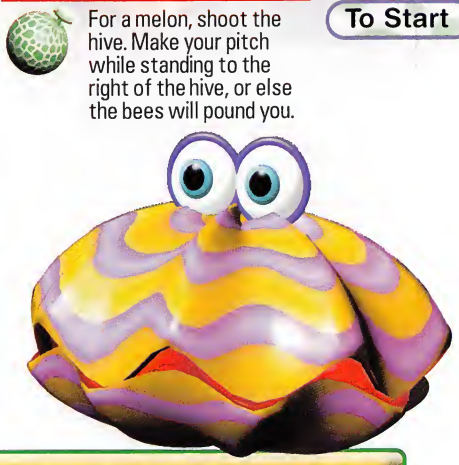
Lots o' Fish

5-2





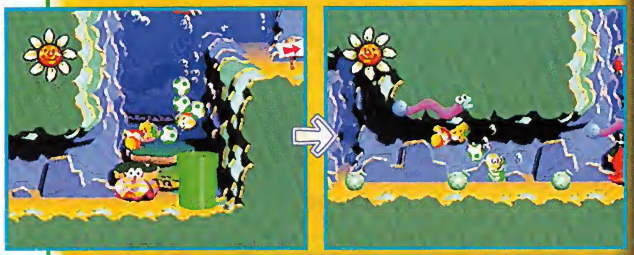
The anemone can stretch its arms out to the coins, so swim along the trail of riches but be ready to retreat toward the ceiling.



For a melon, shoot the hive. Make your pitch while standing to the right of the hive, or else the bees will pound you.

2 Mussel Moves ×3

A chattering clam guards the tunnel leading to the Special Heart. Whenever the shellfish opens up to say "ahhh," it will dribble out a stream of bubbles that will flush the patrolling spiny fish upward. If you incorrectly time your entrance into the tunnel, Yoshi will get sucked into the clam's undertow along with the spiny fish. All the while, the fish will be poking Yoshi as you try to swim free of the jet stream. Bide your time by the pipe, then, once the clam closes its shell, swim left into the passage. When you capture the heart, three melons will appear.



3 Bees of Burden ×9

In addition to the minigame's grand prize of seven melons, you'll also find two hidden melons in this area. For the first seven fruit, carry the unsteady stack of blocks and deliver them to the flag beyond the beehive. To get past the cranky bees without disturbing them, balance your stack so that it stands straight up, then creep by as slowly as possible. After reaching the flag, return to the hive. While standing to the right of the nest, pitch an egg at it to uncover a hidden melon. Continue heading left, then pound the ground near Poochy to find a ninth melon.





5-3 Shy Guy Limbo

Yoshi's Story teaches lessons in happiness, bravery and... limbo. Yoshis are used to stomping and pounding the ground, but the light-footed limbo Shy Guys will force them to dance.

1 Melon Bomber



From his high and mighty perch, the cloud-riding Lakitu will drop spiked balls on Yoshi. Don't be too quick to shoot the bomber out of the sky, however. Lakitu will eventually drop five melons in your path if you can keep up with him. Once Yoshi eats all five of them, Lakitu will stop bombing. If he floats away from you before you've gotten all five melons, return to this area and he'll restart the drill.



If you pound the ground where the Power Flower blooms, a switch will sprout up. Trip it, then climb the clouds to reach Miss Warp.











If you hop after blasting the Mystery Ball, you'll have an easier time catching the fleeing coins.

2 Limbo Dancing

Shy Guys will block your path by holding limbo sticks over the road. Rather than bending over backwards for them, leap over them instead. The limbo Shy Guys will try to trip up Yoshi by walking from side to side, so be especially nimble when jumping over their sticks. Whenever you come across two pairs of limbo guys, avoid jumping over their poles one at a time. Instead, flutter jump to leap over both in a single bound.

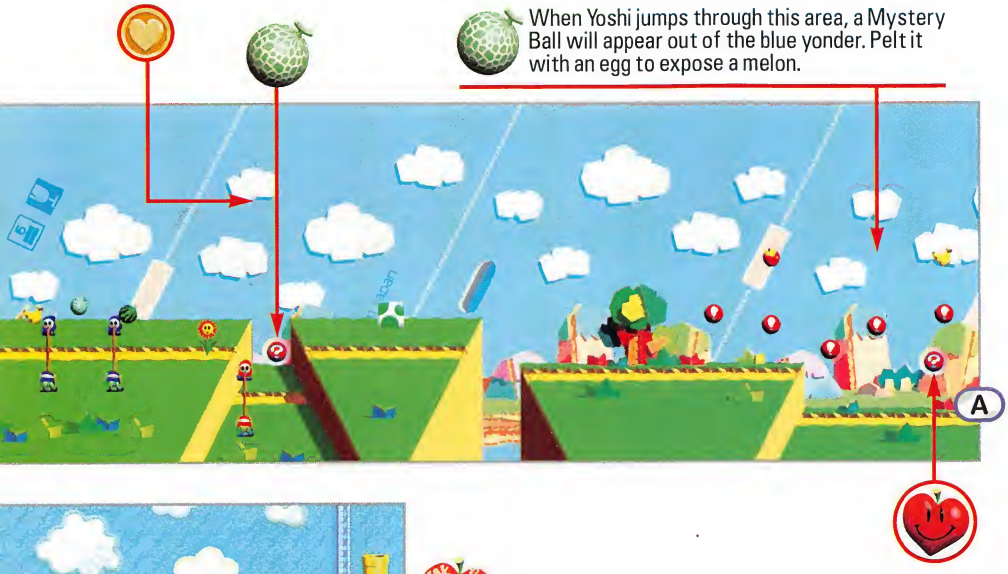


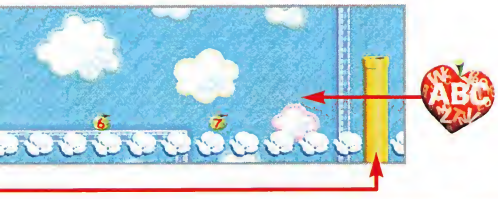
3 Jump! x7

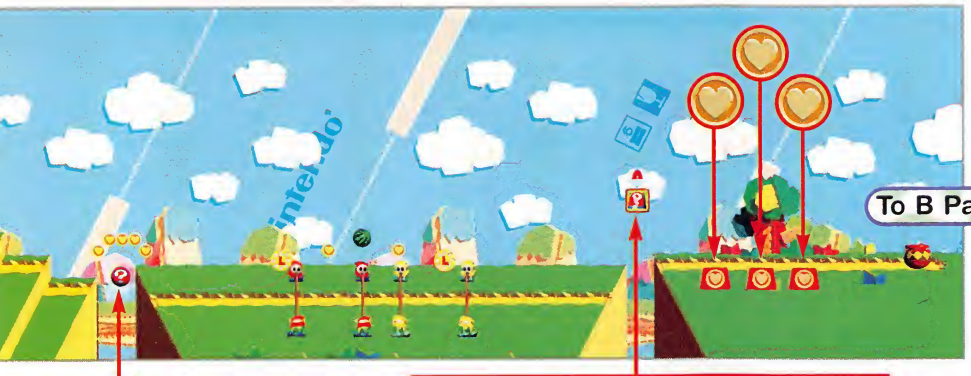
Flutter jump directly above the Surprise Ball by the cliff. When Yoshi reaches the top of the screen, lick up to latch onto the higher Surprise Ball, hop to the cloud, then enter the pipe to warp to the long jump minigame. Yoshi will need plenty of hang time to win the contest, so start the jump from as high above the clouds as possible. For an air boost, flutter above the cloud with the red arrow.



When Yoshi jumps through this area, a Mystery Ball will appear out of the blue yonder. Pelt it with an egg to expose a melon.







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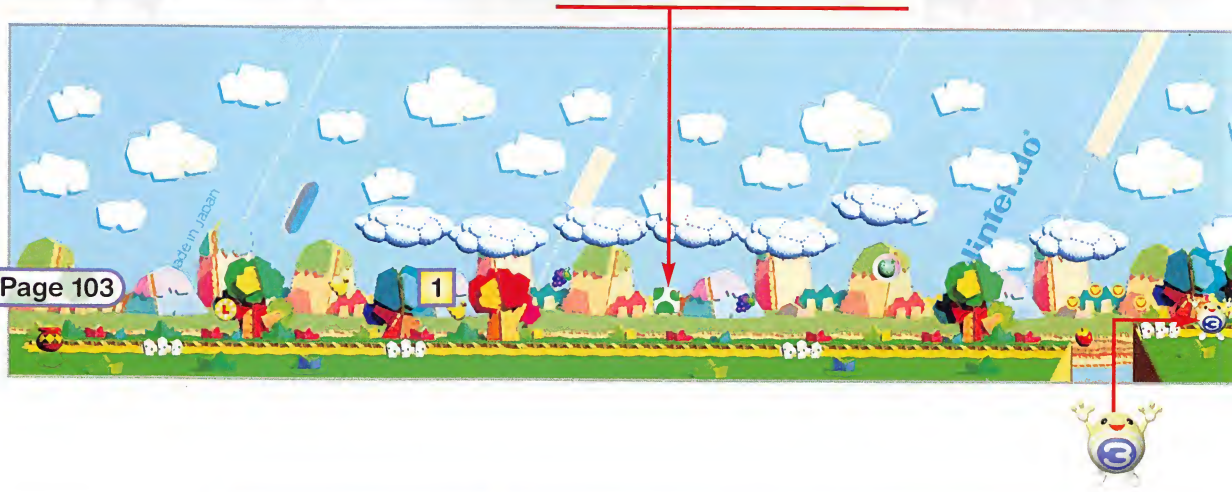
When you jump across the chasm, a Delay Switch will parachute into the gap. Before it floats away, shoot it down to make a Special Heart come out from hiding.

1 Rain, Rain, Go Away

The Do-Drops may be made of water, but if Yoshi takes a sip of them, a flower petal will wither away from the Smile Meter. Don't let the acid rain drips get the drop on you. Keep your eye on the clouds—you can see the Do-Drops forming on the bottoms of them, and seconds later they'll sprinkle down to earth. Mop up the raindrops by jumping on them or hurling eggs at them.



Avoid bad weather by going above where the Do-Drops reign. Reach the clouds using the Egg Block as a launch pad.





A Special Heart hides above the mesa, but before searching for it, shoot Lakitu or else you'll be a sitting duck for his water spills. Once you've hung him out to dry, pound the ground in the middle of the mesa to find the heart.



2 Take the Skyway



Carefully land in between the two pairs of limbo Shy Guys and stand below the three coins. Pound the ground to make a Mystery Switch appear, then stomp it to call out the clouds. If you follow the fluffy white trail, you'll find melons on the left and right clouds.



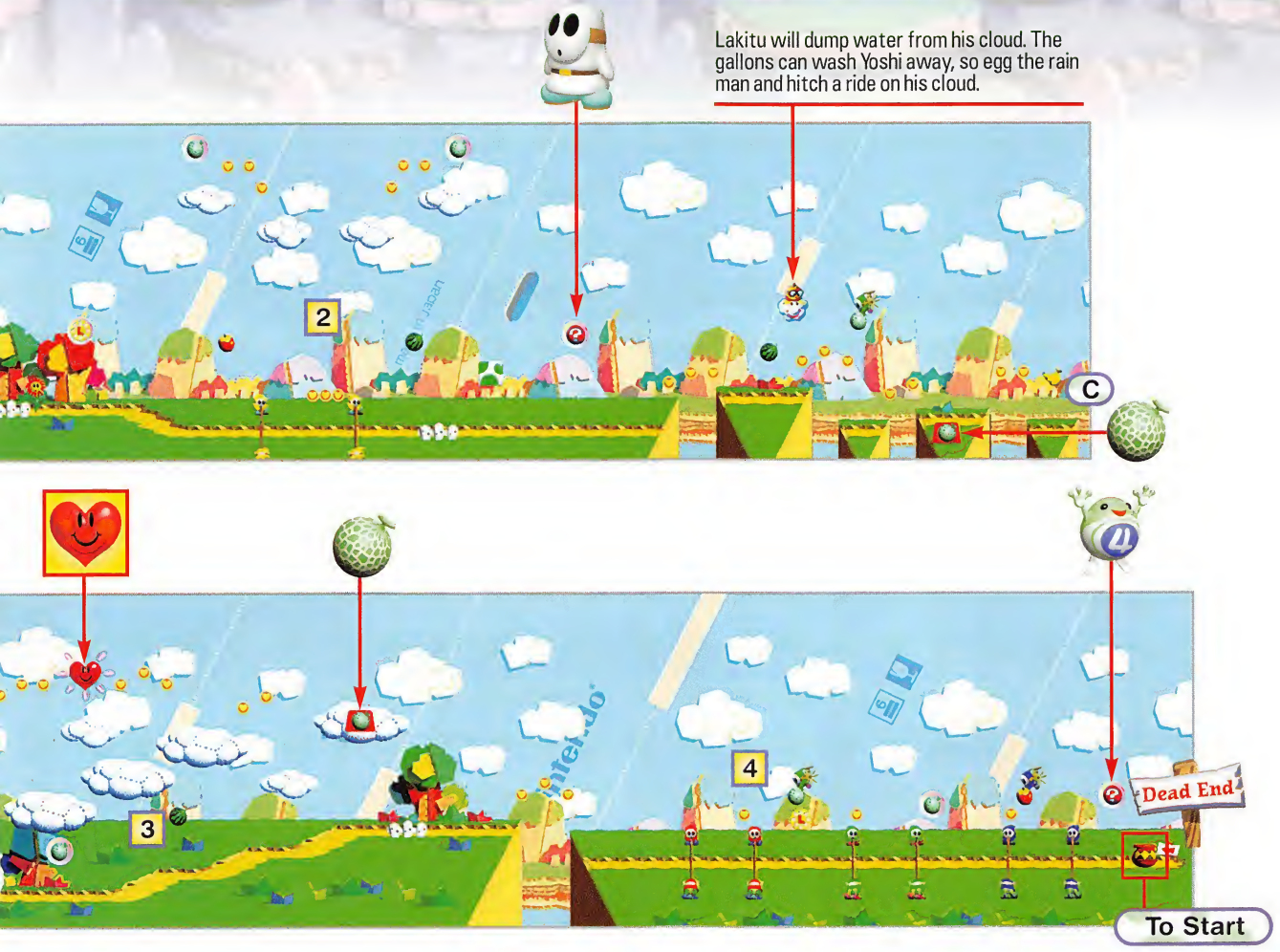


Fire an egg at the Shy Guy at the end of the formation to bowl over all four enemies with a single shot. As a reward for your perfect strike, you'll win a melon.

3 When It Rains, It Pours

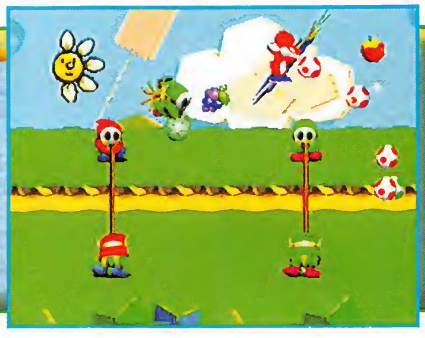
If you climb into the clouds, you'll find a Special Heart shining high above them. The trek will be tricky, however, since Do-Drops drizzle from almost every cloud. Stay dry by jumping onto the left edge of the cloud that floats above the tree, then flutter to the cloud where you'll find the heart.





4 Limbo Leaping

The limbo takes rhythm, and all it takes is a flying Shy Guy to make Yoshi look like a klutz with two left feet. When you try to prance over the limbo sticks, the flying Shy Guys will intercept Yoshi and send the dino crashing back to earth. Keep your flight path clear and the dance floor safe by eating or blasting the airmen before hopping over the limbo sticks.



5-4 Shy Guy's Ship

The Yoshis' tale continues as the dinos comb the coast for melons and their treasured tree. To sink their hopes, pirate Shy Guys set sail armed with Bob-ombs and Bullet Bills.

1 Ship Ahoy!

The Shy Guys in the ship are too far to fight, so the Bob-ombs they fire onto shore will be the immediate threat. Stomp the bombs but don't eat them, because they'll take a licking and keep on ticking. When you slurp one, it'll tail you like an egg until you throw it or it explodes. If a bomb turns red, stay away because it'll be quickly ticking down to detonation.



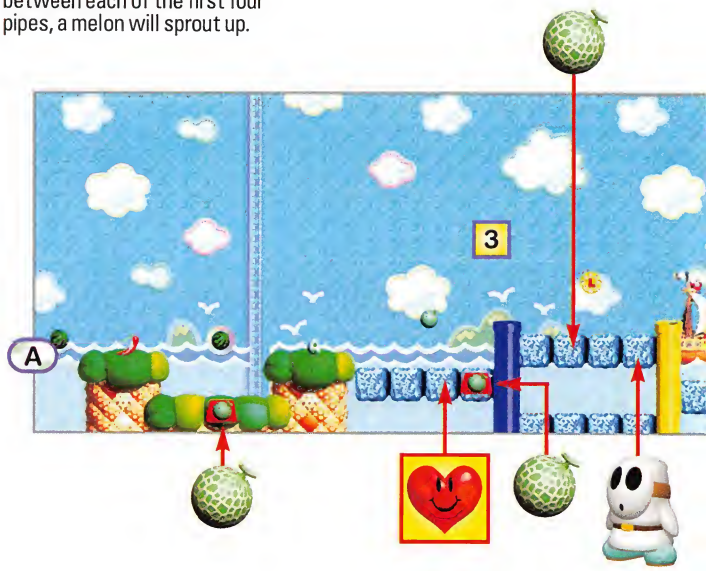


If you set foot on the ground between each of the first four pipes, a melon will sprout up.

2 Just Looking

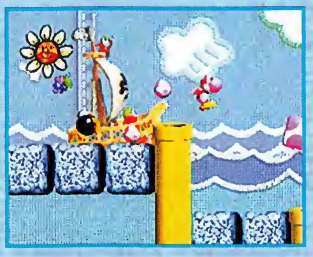
As richly illustrated as the storybook is, it's easy to overlook the fine details. By pushing and holding the Control Stick up or down, Yoshi will take a closer look and the screen will scroll vertically. Hop onto this area's third Surprise Ball, then look up. At the top of the screen, you'll see another ball. Climb onto it, then shoot the nearby Mystery Ball for a melon.



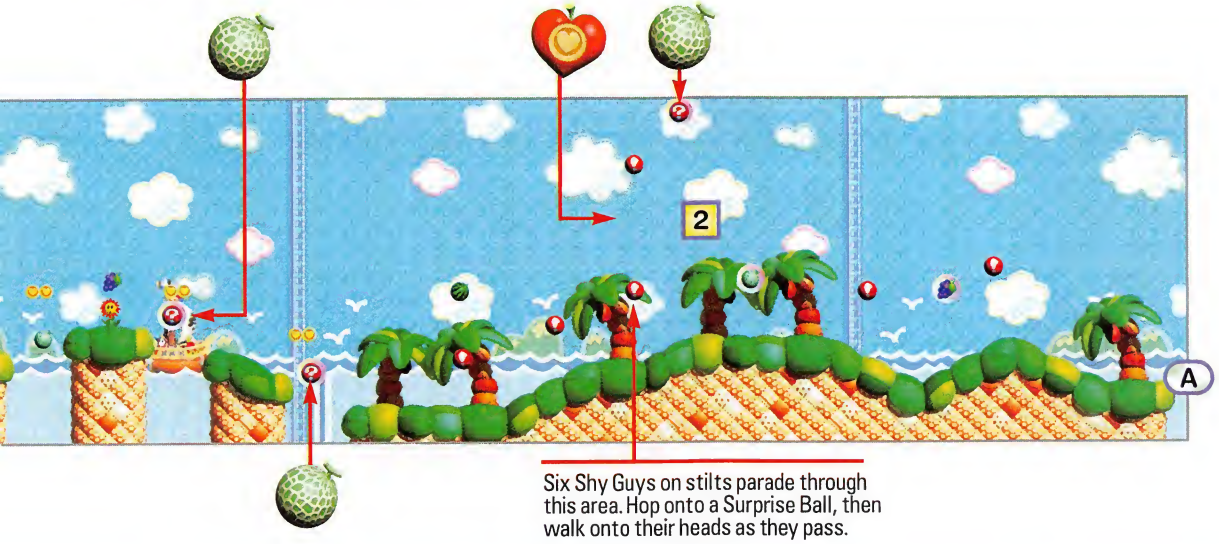


3 Bob-ombs Away

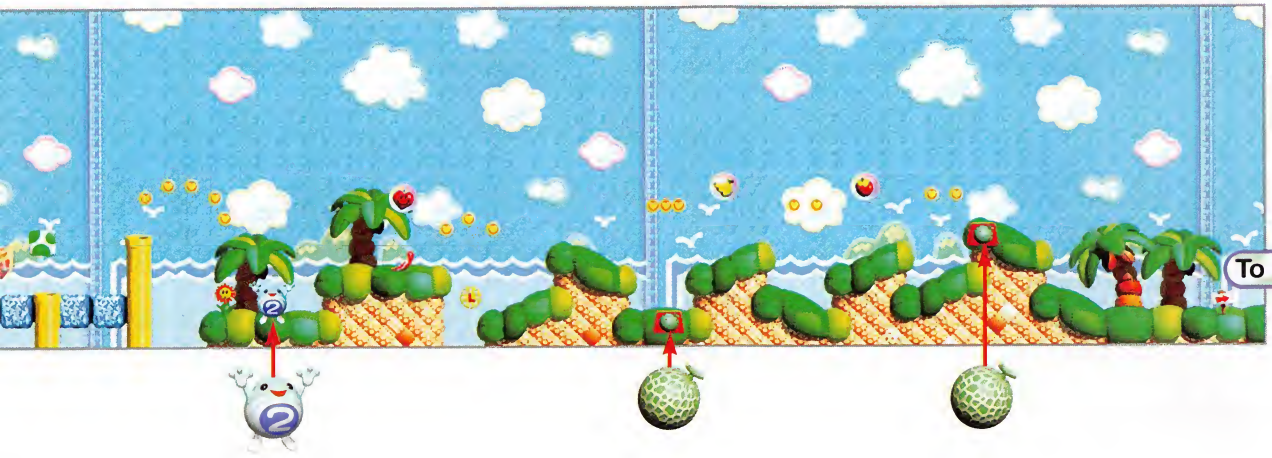
Since the boulders that form the bridge are blue, they can be blown up. The Shy Guys know this, so they'll lob Bob-ombs at the boulders. There's a hole in the Shy Guys' plot, however: Bob-ombs will explode only if they're on screen. If a bomb is about to blow up a part of the bridge that you don't want to go up in smoke, dash left or right until the bomb is off screen. When you return, the bomb will be gone and no damage will have been done. Using this trick to turn Bob-ombs into duds will be helpful in preventing the melon that sits in the center of the bridge from being blasted out of reach. One boulder that you will want blown up is the third one—inside it is a heart.







Six Shy Guys on stilts parade through this area. Hop onto a Surprise Ball, then walk onto their heads as they pass.



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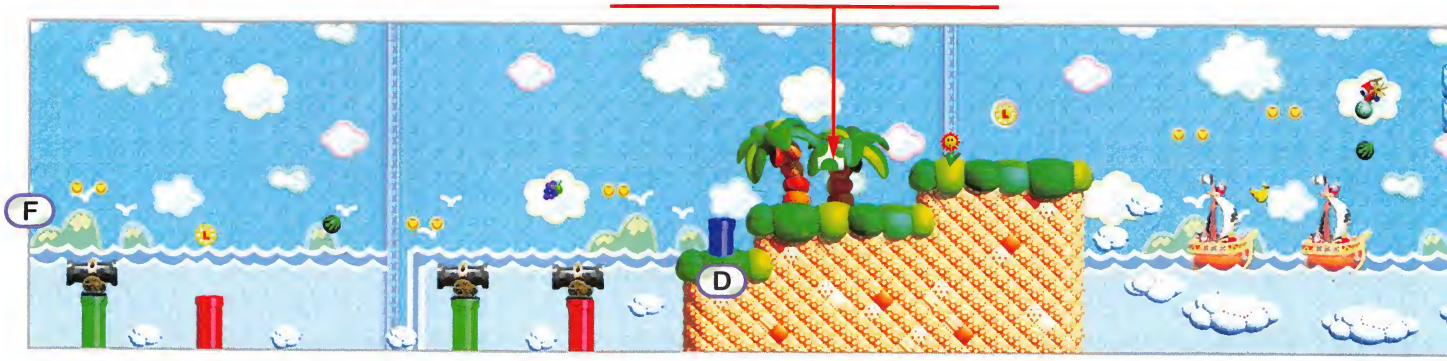
1 Cannonball Run

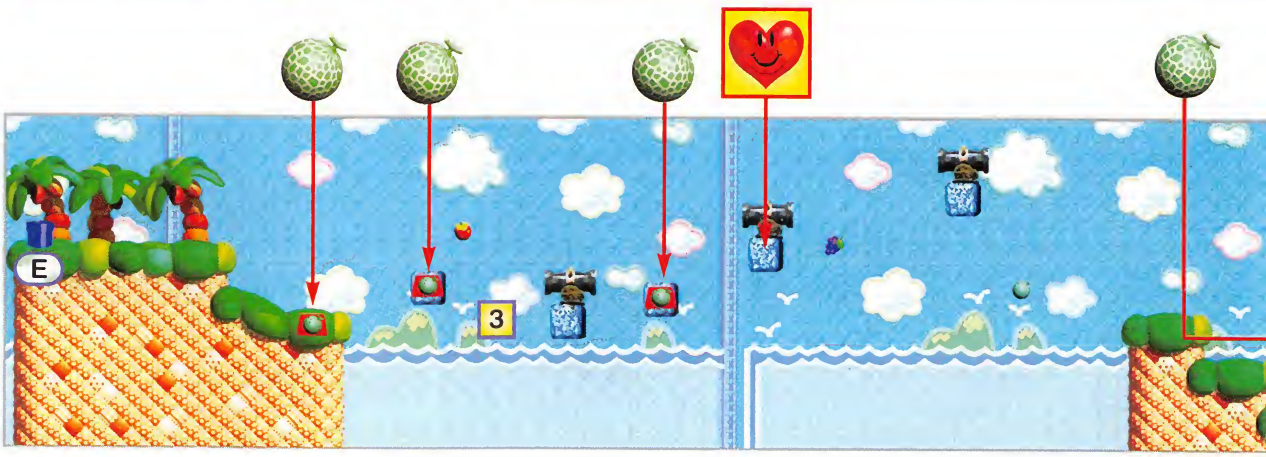
Hop onto the back of a Goonie for a ride. The bird will fly Yoshi straight into a crossfire of Bullet Bills, and even though you'll be heading straight for a war zone, you'll be safer on the bird than you would be if you cloud-hopped and leaped over cannons. Goonies fly steadily, so, while one of them is taxiing you around, you'll be free to watch for cannon fire and lap up any bullets that blaze your way.





Eggs will begin to get scarcer by the dozen. Other than gulping bullets and Shy Guys, this will be your last chance to hatch eggs.

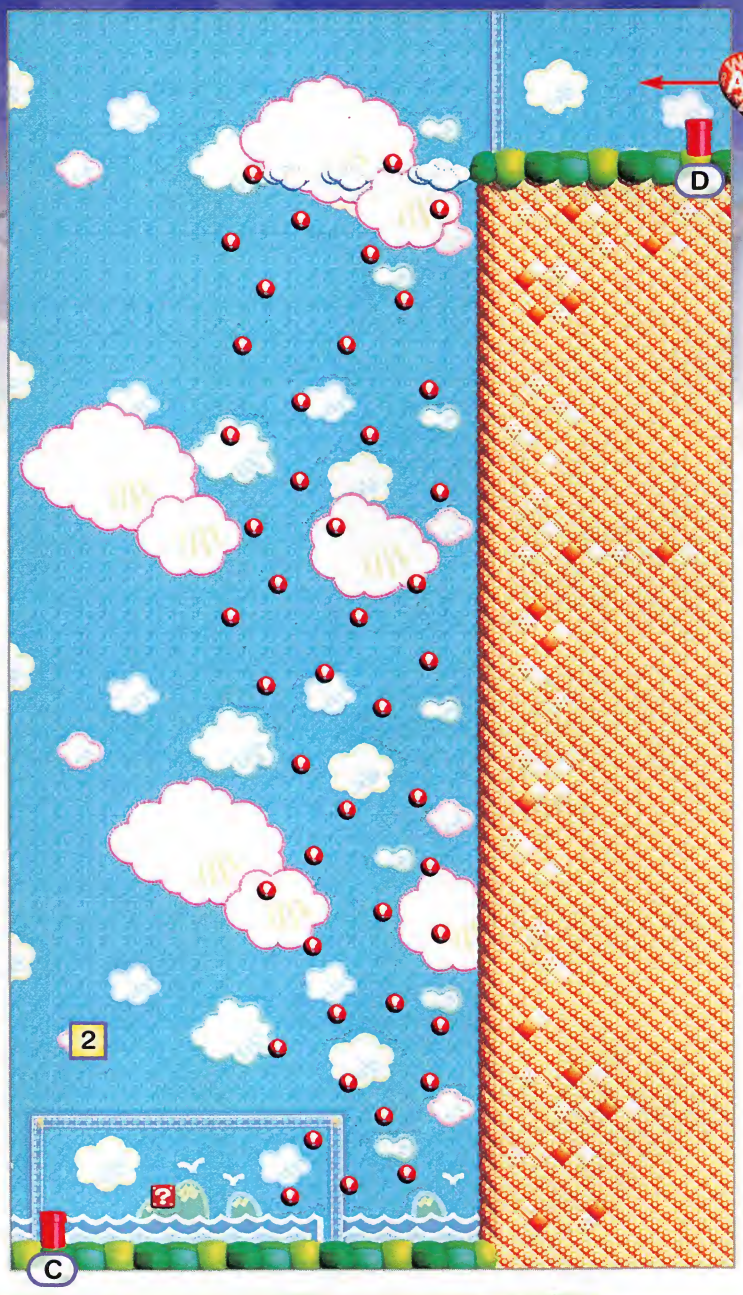


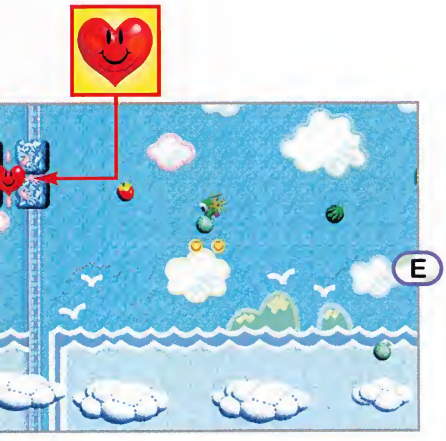


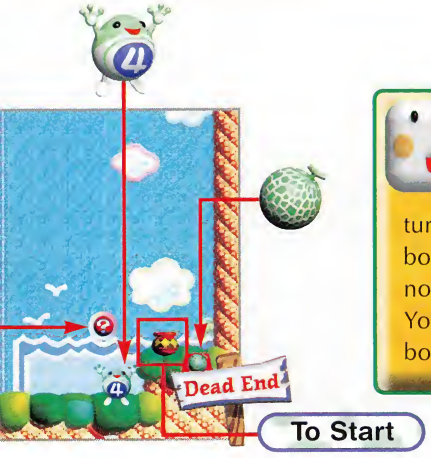
2 Slurping in the Sky ×7

With finesse, you can reach the top of the cliff before the timer ticks past the seven-melon mark. Surprise Balls will be your stepping stones, so you'll have to rely on Yoshi's talented tongue to reach the finish. As you flutter and slurp from ball to ball, keep the Stick pressed up so the screen will automatically scroll to let you see what's above you.









3 Bullets into Blanks ×2

The Bullet Bills will make your flight on the Goonie a turbulent one, so take out the guns in the sky by blasting the boulders beneath the cannons. When you egg the second cannon's boulder, you'll free the heart that was trapped inside. You can also uncover melons by ground pounding the two boulders without cannons.



Page 6

Finale

After enough adventuring to fill up a library, the Yoshis finally reach the last page of the story and enter the horrifying halls of Baby Bowser's castle. It's a climactic moment, but the happy ending, like a book perched on the top shelf, will be far from reach.

1 Mecha Castle



Coin Totals	
	= 78
	= 4
ABC	= 75
Total	= 157

High Score = 5,900 Your Best =

The Mecha Castle buzzes with churning gears, sprockets and pistons. In a chapter that will pit dino versus machine, only mischievous gremlins like the Yoshis will be able to throw a wrench in the works.





2 Lift Castle



Coin Totals
= 54
= 62
= 49
Total = 165

High Score = 5,709 Your Best =

What could be a triumphant story could easily end up as a mere footnote if the Yoshis aren't careful in Bowser's castle. Inside, they'll have close shaves with spiked weights and buzz saws.

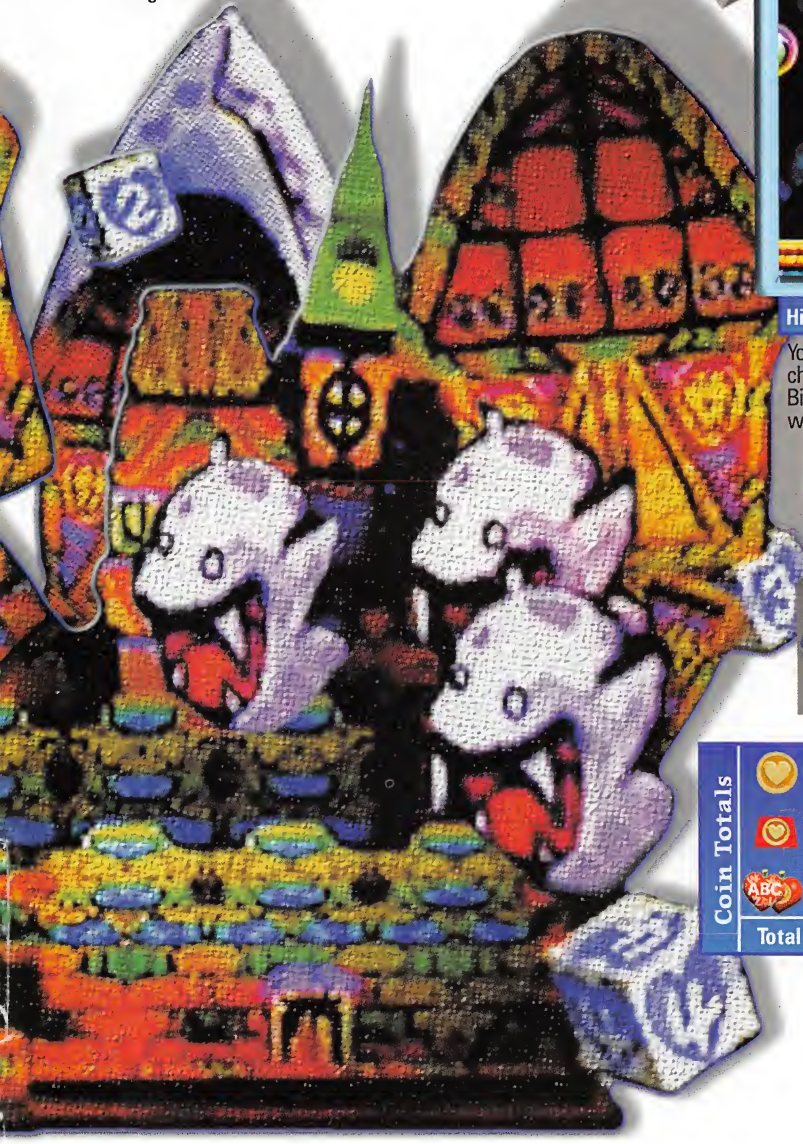
3 Ghost Castle



Coin Totals
= 66
= 0
= 66
Total = 132

High Score = 5,625 Your Best =

Yoshi's Story becomes a ghost story in this haunted chapter of the dinos' adventure. Behind locked doors, Big Boos, Little Boos, Ghost Riders, and other spirits will scare up trouble for the Yoshis.



4 Magma Castle



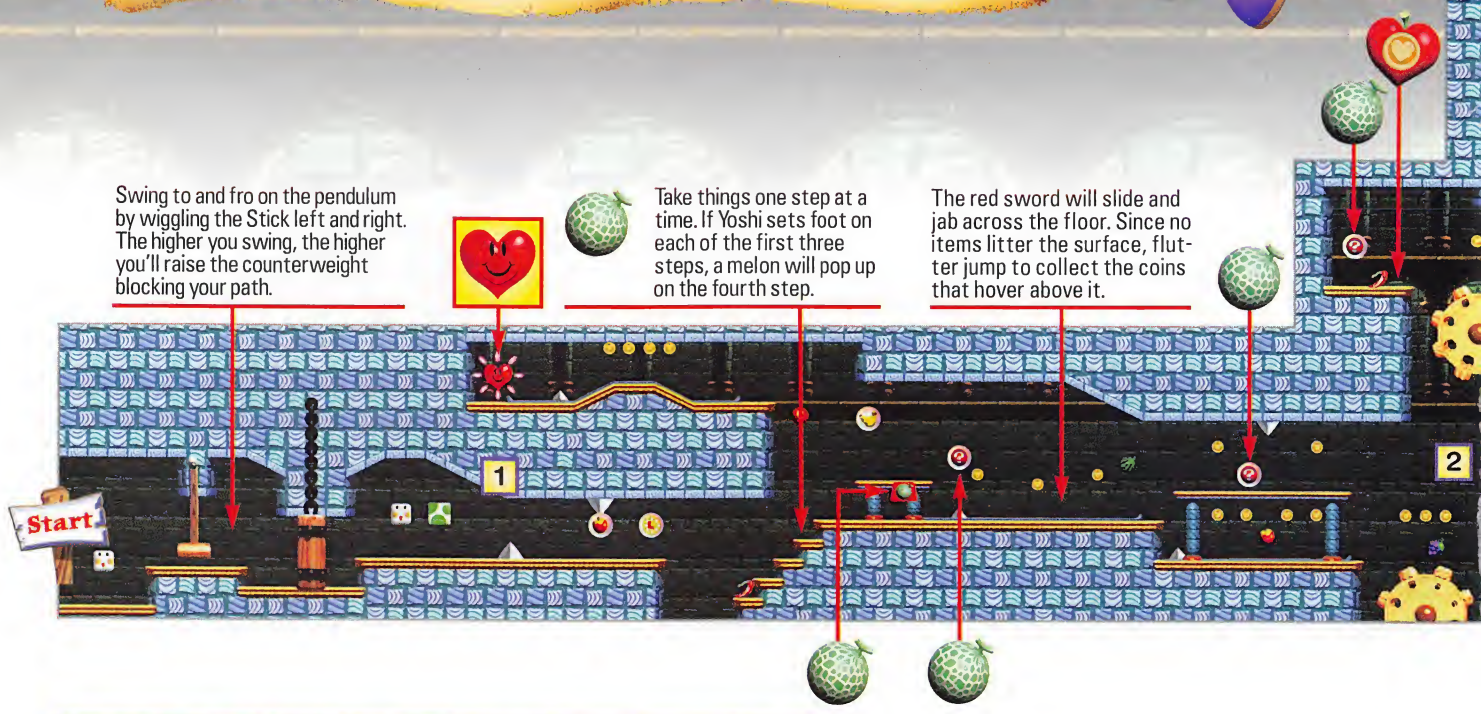
Coin Totals
= 48
= 32
= 61
Total = 141

High Score = 5,700 Your Best =

Bowser's dungeon is so far beneath the earth that lava floods the castle basement. Also heating up the story will be hot-tempered ComBats, flaming-mad Attacky Sacks and fiery Shy Guys.

6-1 Mecha Castle

Gears, pistons, weights and pulleys crank out danger for the Yoshis. The machine works of the menacing Mecha Castle serve one powerhouse purpose: stop (or squish) Yoshi.



1 The House of Cutlery

The walls, ceilings and floors are booby-trapped with swords. Blades that are blue are stationary and will always pop out of the same spot; ones that are red are mobile and will stab and slide along one stretch of the castle. Here's a slice of advice: Once the sword by the Egg Block retracts into the floor, run to the right until Yoshi reaches the pillar (in the shadowed background) immediately to the right of the first blade. By standing in front of the pillar, Yoshi will be safely parked between the two swords.



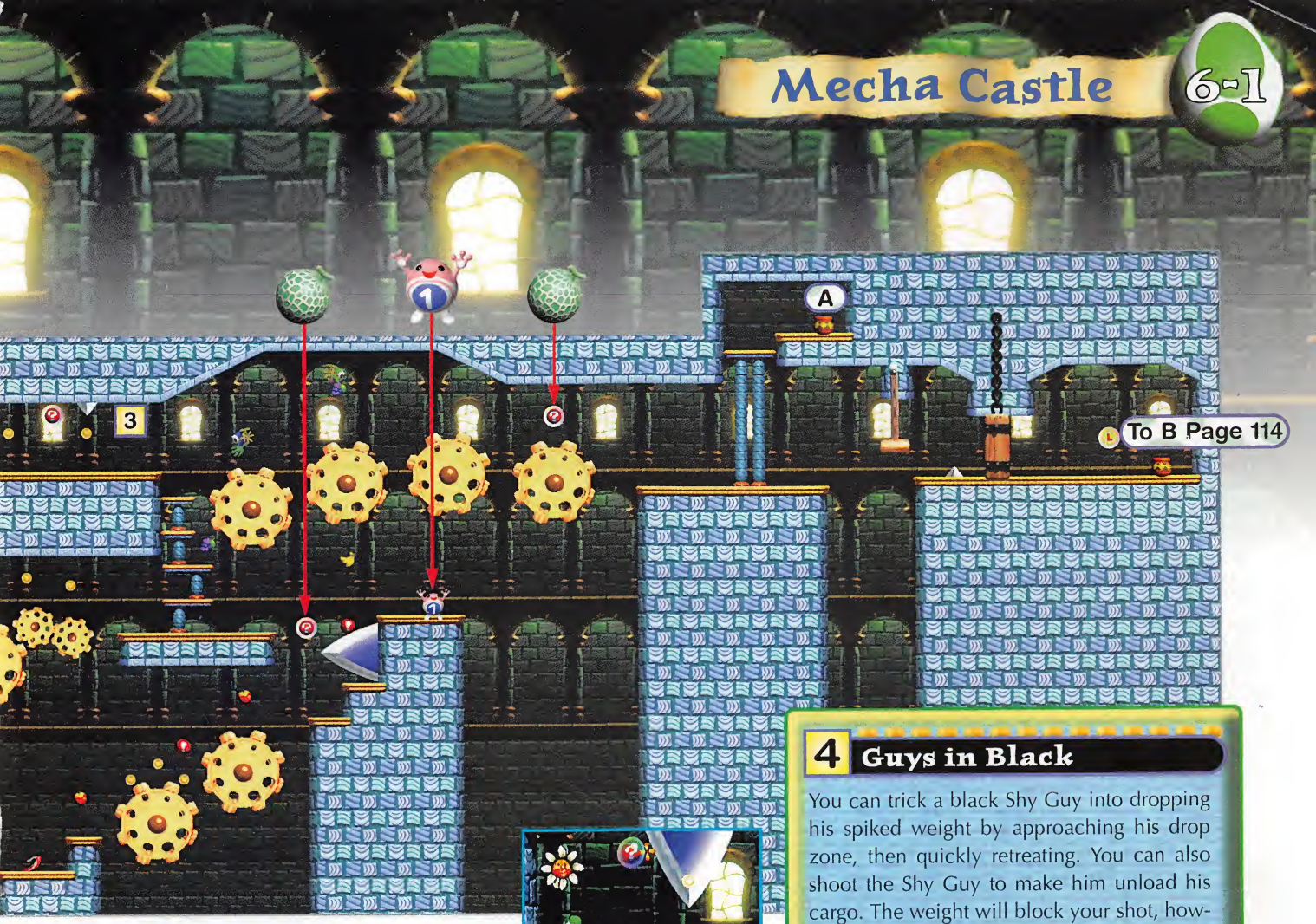


2 Sprockets

As long as Yoshi lands on the center of a sprocket, the wheel will not spin. However, if Yoshi lands off center or walks beyond the sprocket's middle, the gear will move. Once the wheel's in motion, Yoshi will have to furiously run to avoid falling off. Spend as little time as possible on the sprockets by fluttering or hopping onto nearby Surprise Balls.

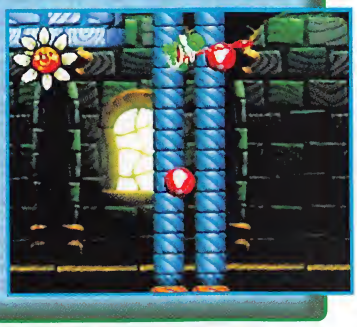


Mecha Castle 6-1



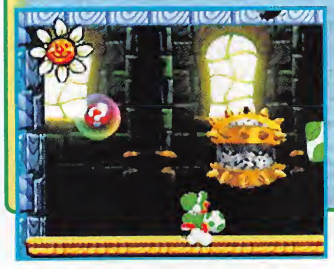
3 The Ol' Switcheroo

Pelt the Mystery Ball, then stomp the switch that will fall at your feet. Once it's activated, it will cause Surprise Balls to briefly appear, allowing you access to the warp vase at A. Flutter across the machine works, but avoid flying too high or you'll collide with the flying Shy Guys. For more time, shoot the Delay Switch hovering above the third sprocket.

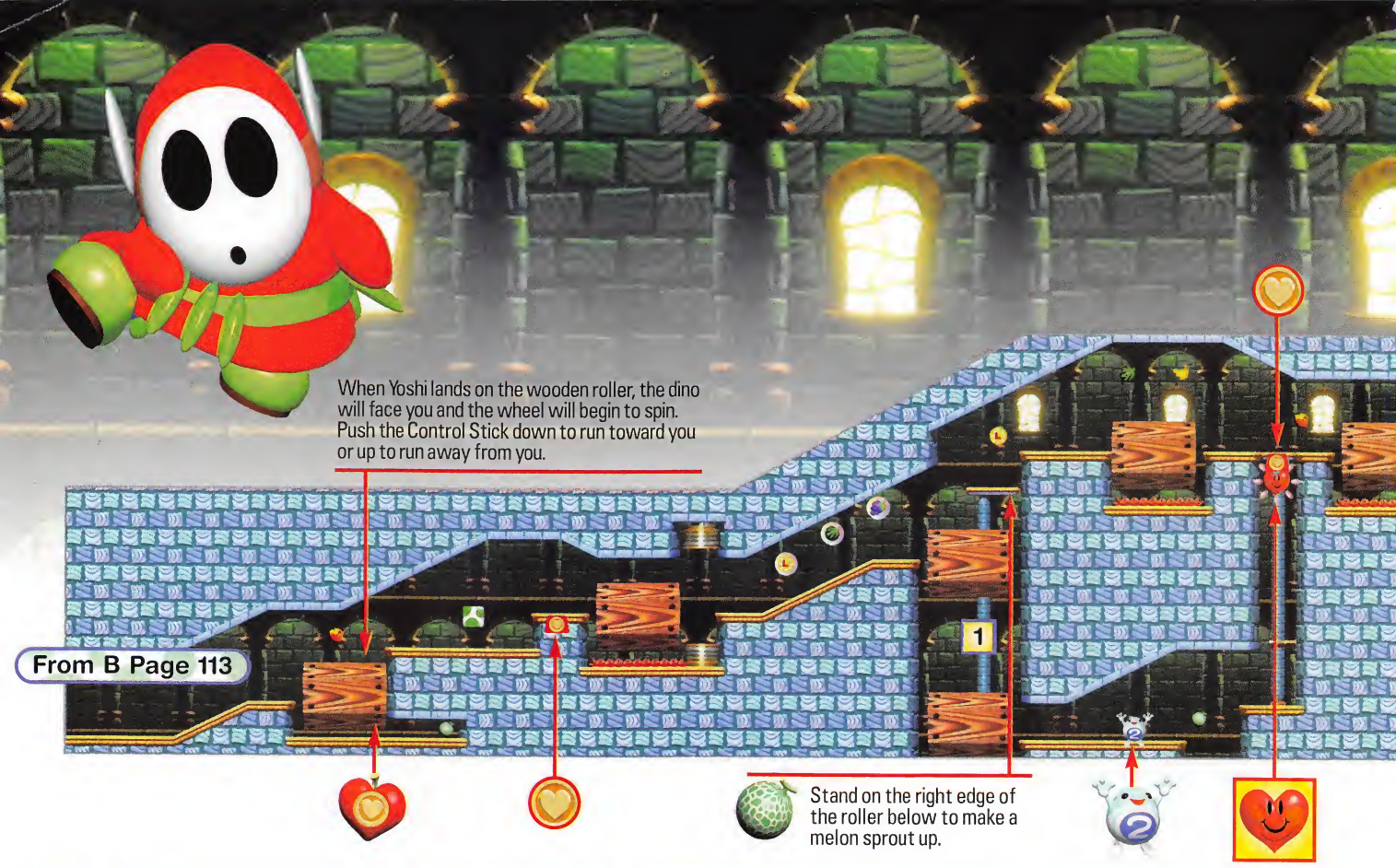


4 Guys in Black

You can trick a black Shy Guy into dropping his spiked weight by approaching his drop zone, then quickly retreating. You can also shoot the Shy Guy to make him unload his cargo. The weight will block your shot, however, so aim above the Shy Guy, then let your egg's explosion do the work. Once he's let go of his weight, leap over it before he has a chance to fly down and pick it up.







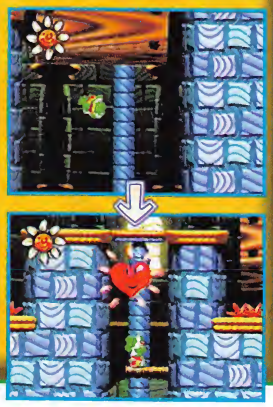
When Yoshi lands on the wooden roller, the dino will face you and the wheel will begin to spin. Push the Control Stick down to run toward you or up to run away from you.

From B Page 113

Stand on the right edge of the roller below to make a melon sprout up.

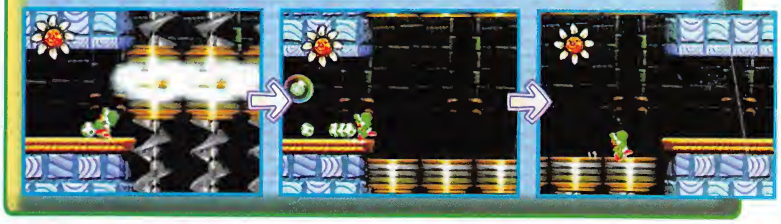
1 The Land Down Under

You'll usually want to avoid diving under the wooden rollers since you'll either land on spikes or plummet down a bottomless pit. You'll want to explore beneath this area's roller, however. Fall below it to the second roller, then head to the right and ride the elevator to the heart.



2 Yoshi Pancakes, Anyone?

If you don't know when to scramble across the pounding pistons, you'll be losing your Yoshis like hotcakes. Literally. The pistons can suddenly clamp down and squish a dino in no time flat. Groups of pistons will open and close at different times, but eventually they'll all shut in unison. As soon as they reopen, run through.



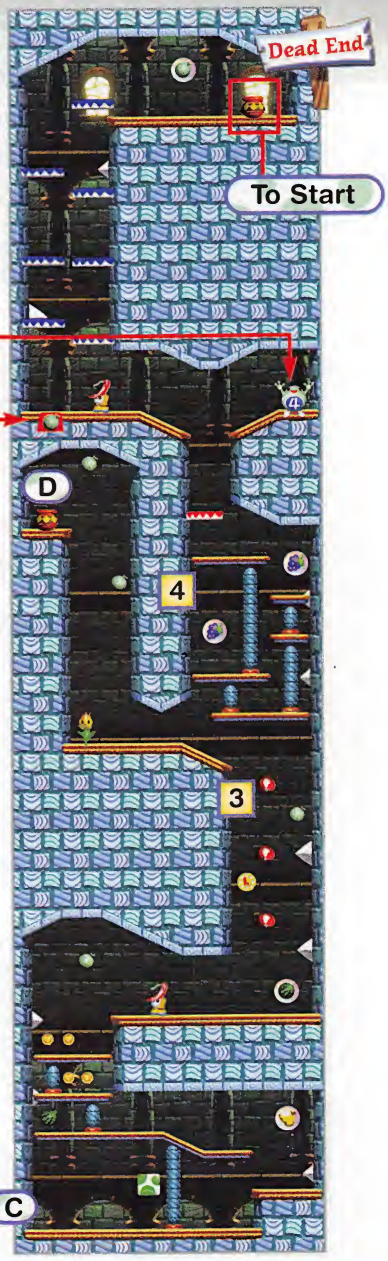




Mecha Castle 6-1



Avoid fluttering when you leap from the Surprise Ball to the wooden roller or you'll smack into the spiked ceiling.



3 Mincing Marathon



If you've eaten every melon that you've come across and no other fruits, you'll enter this area with 17 melons. Skip the melon by the sword and the two melons above the Tulip, then use the Tulip to rocket to the warp vase that takes you to the minigame. Before starting the race, eat the melon near the Mystery Block to earn a Heart Fruit, gobble it, then let the minigame begin. Since you'll be Super Happy from the Heart Fruit, you'll be able to dash past the swords and over most of the buzz saws without getting injured.





4 En Garde!

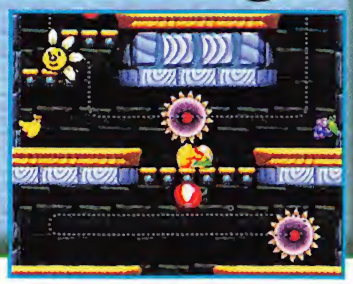
The ledges on the right are unsafe, but you'll need to use them. Once the upper sword retreats into the wall, leap onto the lowest ledge that juts out of the right wall. Before the top sword takes another stab at Yoshi, flutter left to the upper platform.



6-2 Lift Castle

Baby Bowser has installed buzz saws to cut short the Yoshis' adventure. And that's not all of the story. He's also locked away some melons and Shy Guys in one of his dungeons.

1 The Cutting Room Floor



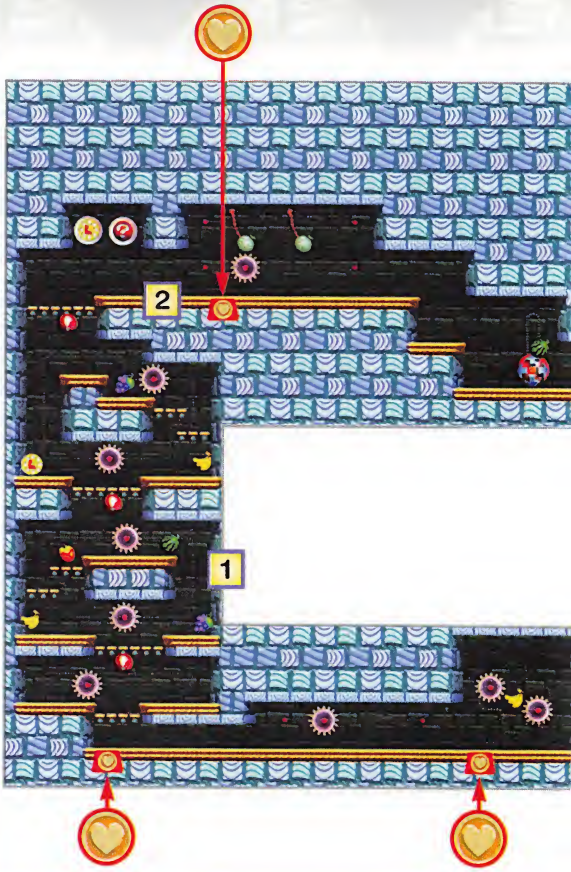
The wooden platforms that lead into each buzz saw room are the only safe spots where you can duck the rotary blades as they circle the area. Crouch down at each platform until the saw grinds by Yoshi's head, then follow the blade until you reach the next room's entrance.

2 A Close Shave

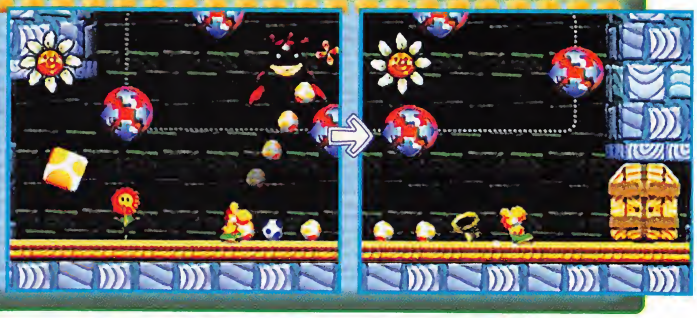




Egg the Mystery Ball, trip the switch, then head right. Eat the two swinging melons, then follow the coin trail that runs beneath the buzz saw's path. Dodge the Bumper Balls, chow down the pair of swinging melons, flutter right, stomp on the second switch, then climb the Surprise Balls. By eating the upper room's two melons, you'll bring your fruit count to six melons in a row. Once you've eaten the Heart Fruit that you'll earn, a coin formation will briefly appear in the room and in the hall leading to the door below.



3 Combating for the Key



Behind the door, you'll meet up with a ComBat that holds the key to the door at the Lift Castle's starting point. To snatch the key, you must splat the bat with an egg. Bumper Balls speedily circle around the ComBat, however, to deflect your shots. The skeet shoot will be tricky, but you'll have an endless supply of ammo since the room contains an Egg Block.

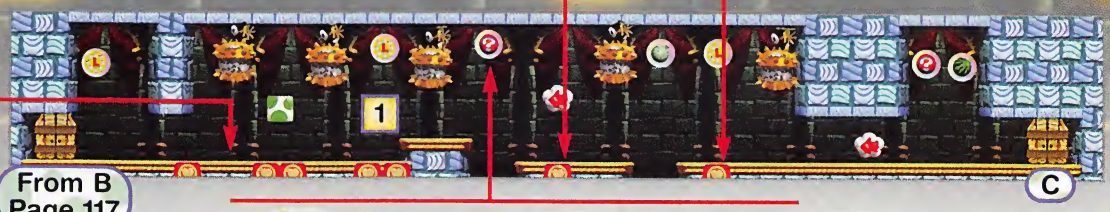
4 Parasol Fall

In the rainy weather, the umbrella will be handy. It'll also be handy for parachuting off the ledge and past the buzz saws and Bumper Balls. If you're aiming for the heart, you may want to free-fall instead, since you can't flutter up while holding the umbrella.



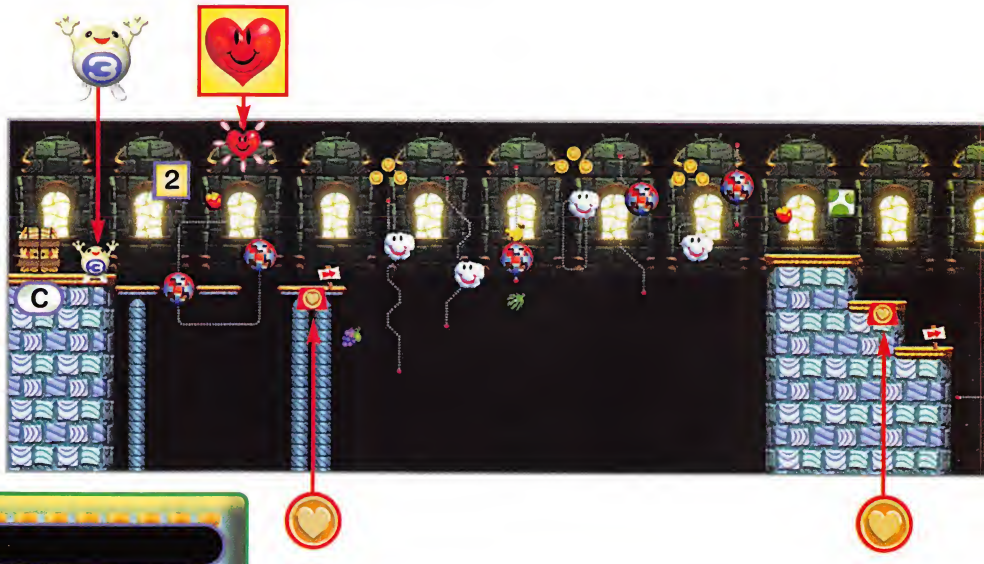
Pound out coins from the five spots in the floor and be careful sniffing out your stomping grounds, since the Shy Guys will bomb you.

From B Page 117



Eat this melon later. If you've been eating melons exclusively, this melon will earn you a Heart Fruit. However, if you eat it, the melon by the fourth Shy Guy will fall into the gap when he drops his spiked weight.





1 A Black Shy Affair

When you try to shoot a black Shy Guy, the giant weight he carries will deflect your shot. Rather than going for a direct hit, let the your egg's explosion take out the Shy Guy. Place your targeting cursor near the Shy Guy's head, then fire. If the blast hits the Shy Guy, he'll drop his spiked weight so you can leap over it. Once you've hopped over the third weight, flutter and hover until the cloud stops puffing air or you'll be blown off the ledge.



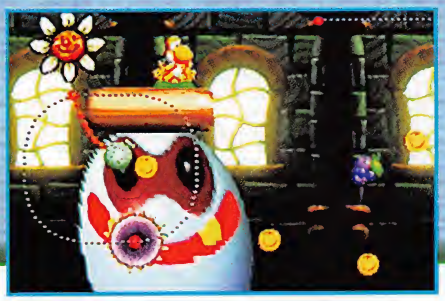
2 Bumper-Go-Round

A Special Heart beats above the platform that has two Bumper Balls circling around it. Jump onto the platform, then leap to the right and land on a Bumper Ball when it speeds into the lower right-hand corner of the dotted path. To gain speed, ride the ball as it races upward. When the ball reaches the upper right corner of its rectangular pathway, leap up to grab the heart.



3 Balloon Bully

The Balloon Bully will automatically slide to the right when you hop on its head. Use the Control Stick to stretch its head out so you can collect coins and dodge buzz saws.

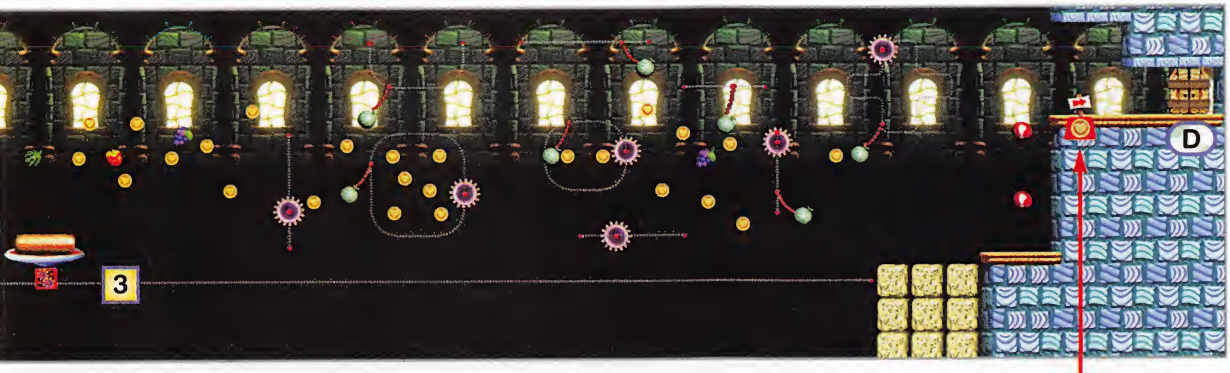


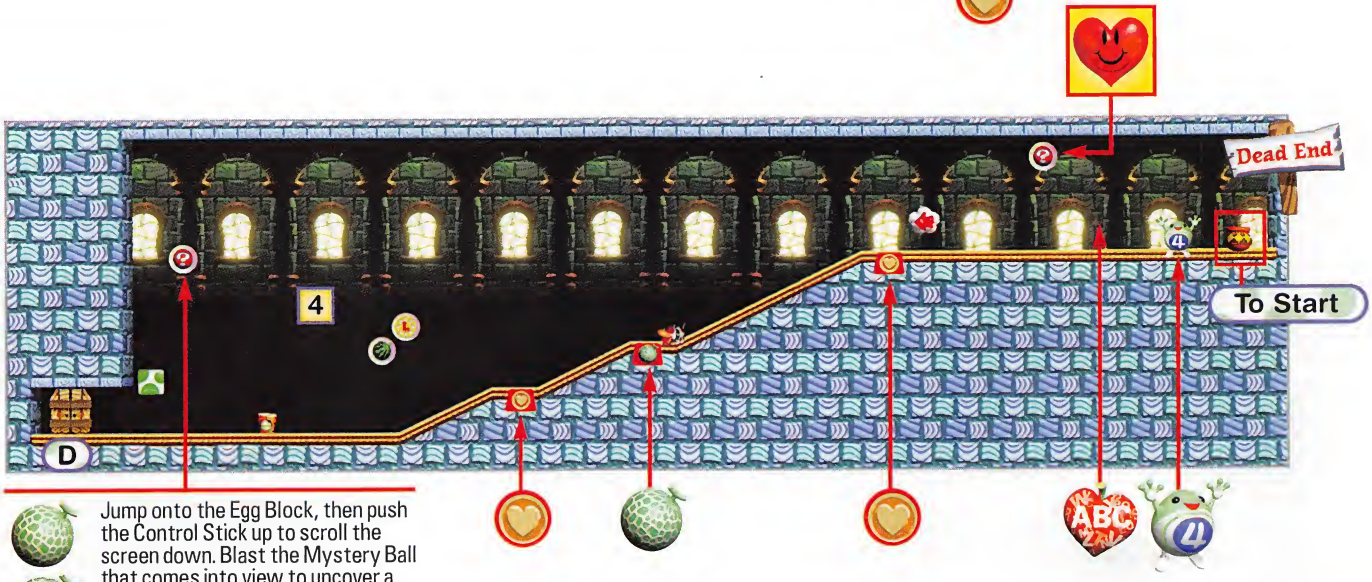
4 Up the Hill

×7

By now, you should be familiar with this fabled minigame. It's the same story here: catch the seven blocks and deliver them to the flag at the end of the course. However, when the blocks fall from the sky, they won't land in a perfect stack as usual. You'll have to wiggle the Control Stick to the left and right as you catch the blocks in order to stack them up.







Jump onto the Egg Block, then push the Control Stick up to scroll the screen down. Blast the Mystery Ball that comes into view to uncover a Mystery Switch that will make two melons appear.

6-3 Ghost Castle

Bowser's castle is a favorite haunt for the Boos. Spirits of all shapes and sizes will float through the halls, and only a little supernatural Super Happiness can bust the ghosts.

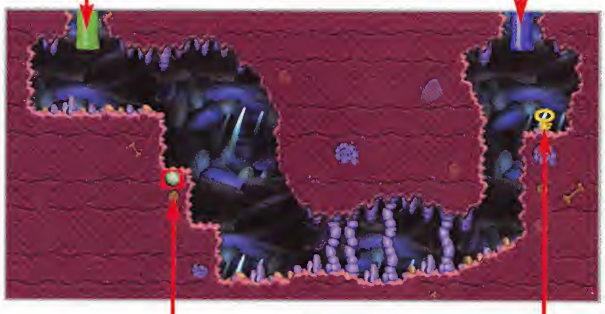


Quietly wait for the Blindfold Boo to leave, then hit the Mystery Block and scurry after the coins.

1 Baby Steps

Blindfold Boos can't see, but their super-sensitive hearing more than makes up for their lack of vision. The pitter-patter of Yoshi feet running through the castle will give the ghost a clue to the dino's whereabouts. Pull the wool over its eyes by walking slowly.





Enter the door by Miss Warp #1, then slide down the yellow pipe to reach the key.

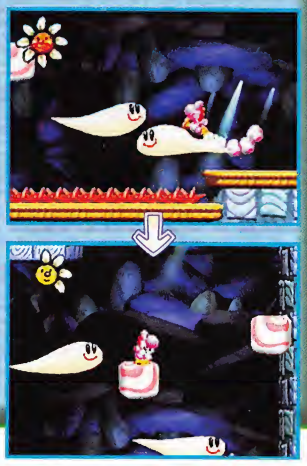
2 Creeping to the Minigame

The pipe in the room's ceiling leads to the minigame, and the Blindfold Boo will seek you out if you noisily race your way to the top of the room. You can silently and slowly hop from platform to platform until you're high enough to flutter into the pipe, or you can get there by climbing Surprise Balls. To temporarily activate them, nail the Mystery Ball to uncover the Surprise Ball switch.



3 Lifting Spirits

You can use the Ghost Riders to get across rooms by jumping onto the back of one. Move in the direction that it flies or it will leave Yoshi behind. Leap from ghost to ghost to reach higher areas or stand on the Boo Blocks. The Boos will transform from blocks into ghosts only when your back is turned to them, but once you face them, you'll scare them stiff. Literally.



4 Little Boos

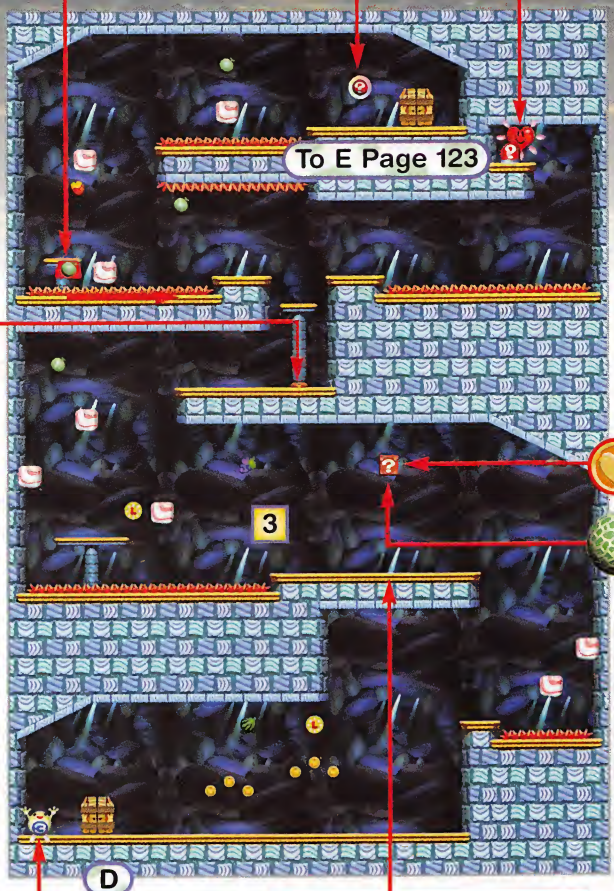
Don't bother busting the little ghosts with eggs—it only will anger the spirits and not win you any points. Since Little Boos can't quite swoop down to the ground, duck and crawl to evade them if they fly in for an attack.

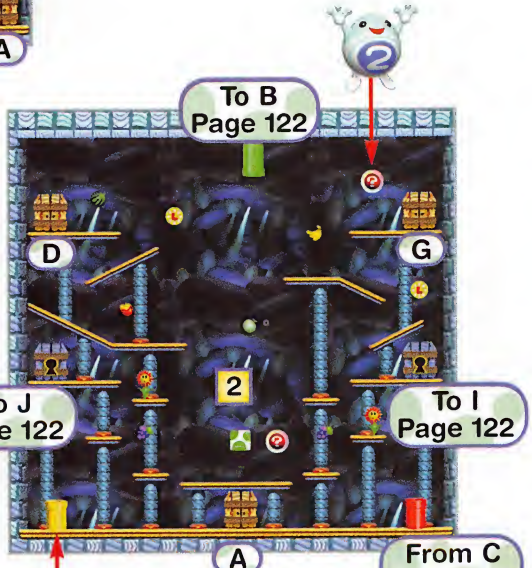




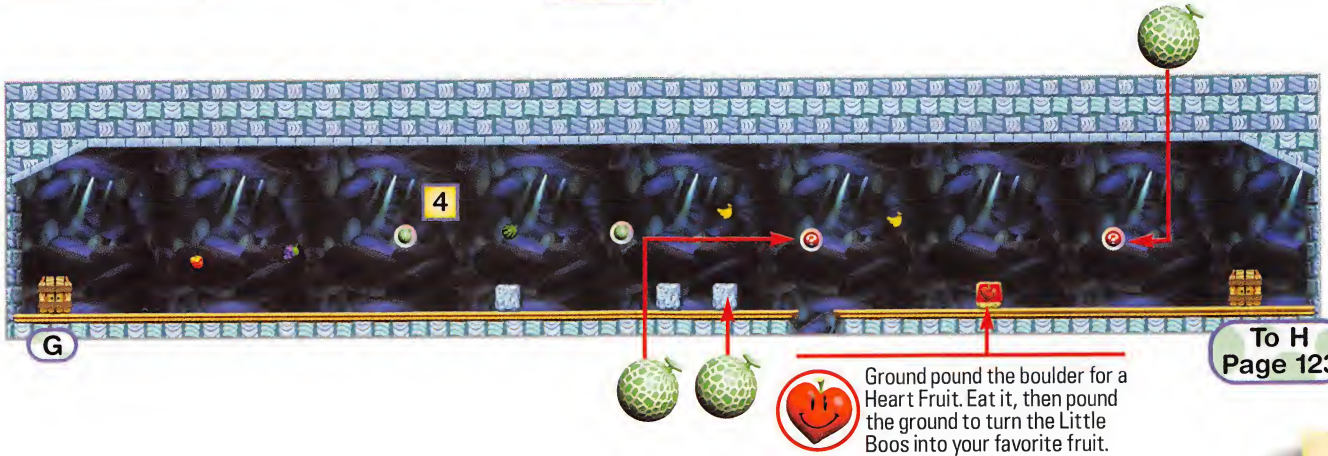
By ground pounding, you'll expose the switch that gives you access to the heart in the upper right.

Burst the bubble to release the key.





To make a pair of platforms appear beneath the ten-coin Mystery Block, pound the ground.

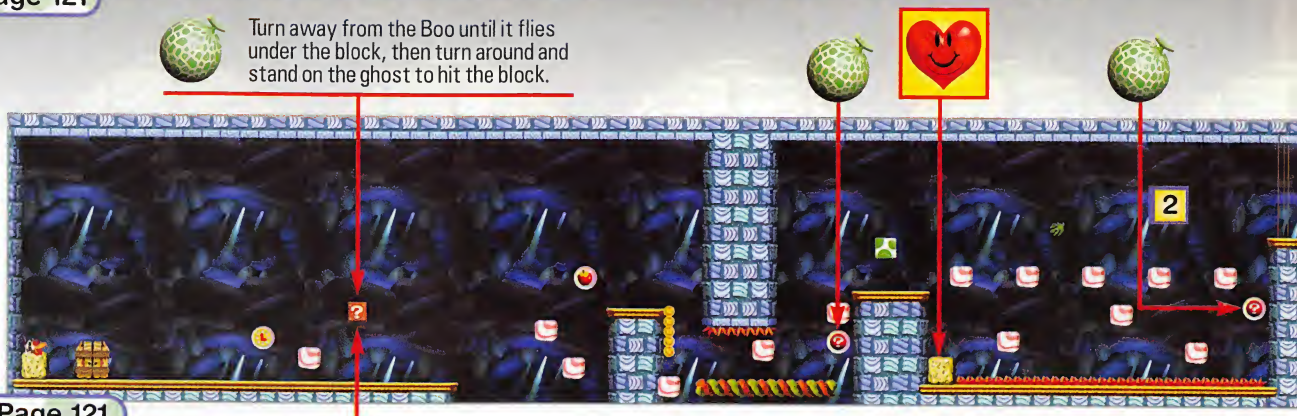


Ground pound the boulder for a Heart Fruit. Eat it, then pound the ground to turn the Little Boos into your favorite fruit.



From B Page 121

Turn away from the Boo until it flies under the block, then turn around and stand on the ghost to hit the block.



From I Page 121

1 Don't Tread on Me

×7

Once again, Yoshi must balance a stack of blocks. To get by the first black Shy Guy, stop short of his drop zone to make him release his spiked weight and miss his dino target. Tricking the second Shy Guy into dumping his weight will be even easier, since the floor beneath him is like a treadmill and simply stopping on it will automatically slide Yoshi out of danger.



2 Ghostly Steps

The five swirly blocks in the top row are always safe to walk on. The lower three blocks, however, are ghosts in disguise. The Boo Block will never turn into a ghost while you're standing on it, but its fellow ghosts will try to close in on you. To turn incoming Boos into blocks, simply face them.





From J Page 121

Avoid facing right too long while trying to get the Shy Guy to drop his cargo or the Big Boo will sneak up behind you.

3 Under the Bridge

Black Shy Guys guard the bridge so that no one will find the items hidden inside the rock bridge's boulders. The guys in black will drop their spiked weights on anyone who walks across the bridge, so walk beneath it instead. Egg the first boulder, then follow the red arrow on the sign and go down. You can blast the boulders while you're under the bridge, but avoid standing directly below the rock you're shooting or a Shy Guy will bomb you.







From H Page 121



To C Page 121



From E Page 121







To F Page 120

Keep moving or else the treadmill roller will slide you back into a wall. If you stop moving, you'll be a sitting duck for a Boo or a bomb from a Shy Guy.

6-4 Magma Castle

A lava-loving dragon will be the only friend the Yoshis will meet in the Magma Castle. Once they part ways, the Yoshis will flutter and fight solo against slugs and Attacky Sacks.





To D Page 126

1 Ride the Dragon

For Yoshi, one step into the lava would be the end of the story. For the dragon, it's nothing to write home about. Good thing the dragon is friendly and willing to give Yoshi a ride through the magma. As the dragon writhes through the hot sea, run in place, then leap to another hump before its tail catches up with you.



2 Lava Leak

Whenever steam rises out of the pipes, a stream of lava will immediately flow out. Once the lava has drained out, quickly leap to a platform before the pipes begin to steam again. The platforms slide back and forth and won't always be conveniently nearby when the pipes are dry, so flutter by the pipe until a dry landing spot rolls along.



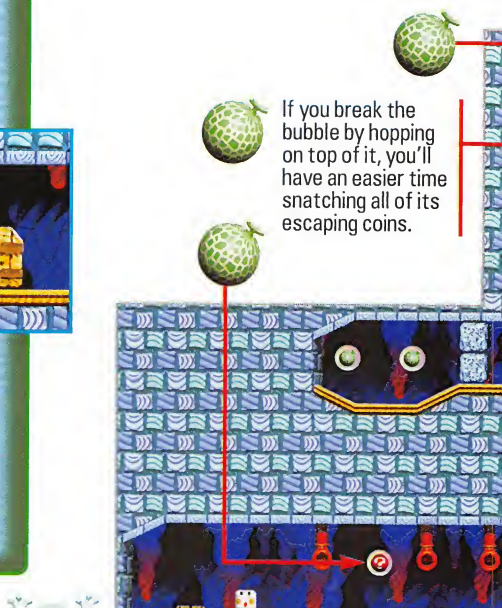
3 Creepers of the Key

Two giant slugs worm around the room, and, if you can destroy them, you'll win the key to the door by Miss Warp #1. You'll need three eggs to destroy each slug. To load up on ammo, use the Tulip to the left of the entrance to rocket to the Egg Block. Since your eggs will bounce off the slugs' bodies when you pelt them, fire in front of their faces so the eggs' explosions blast the slimy creeps.

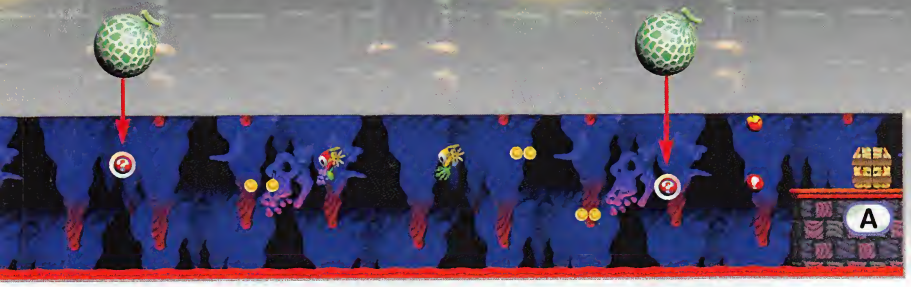


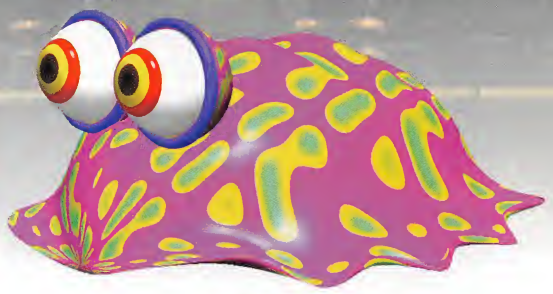


If you break the bubble by hopping on top of it, you'll have an easier time snatching all of its escaping coins.

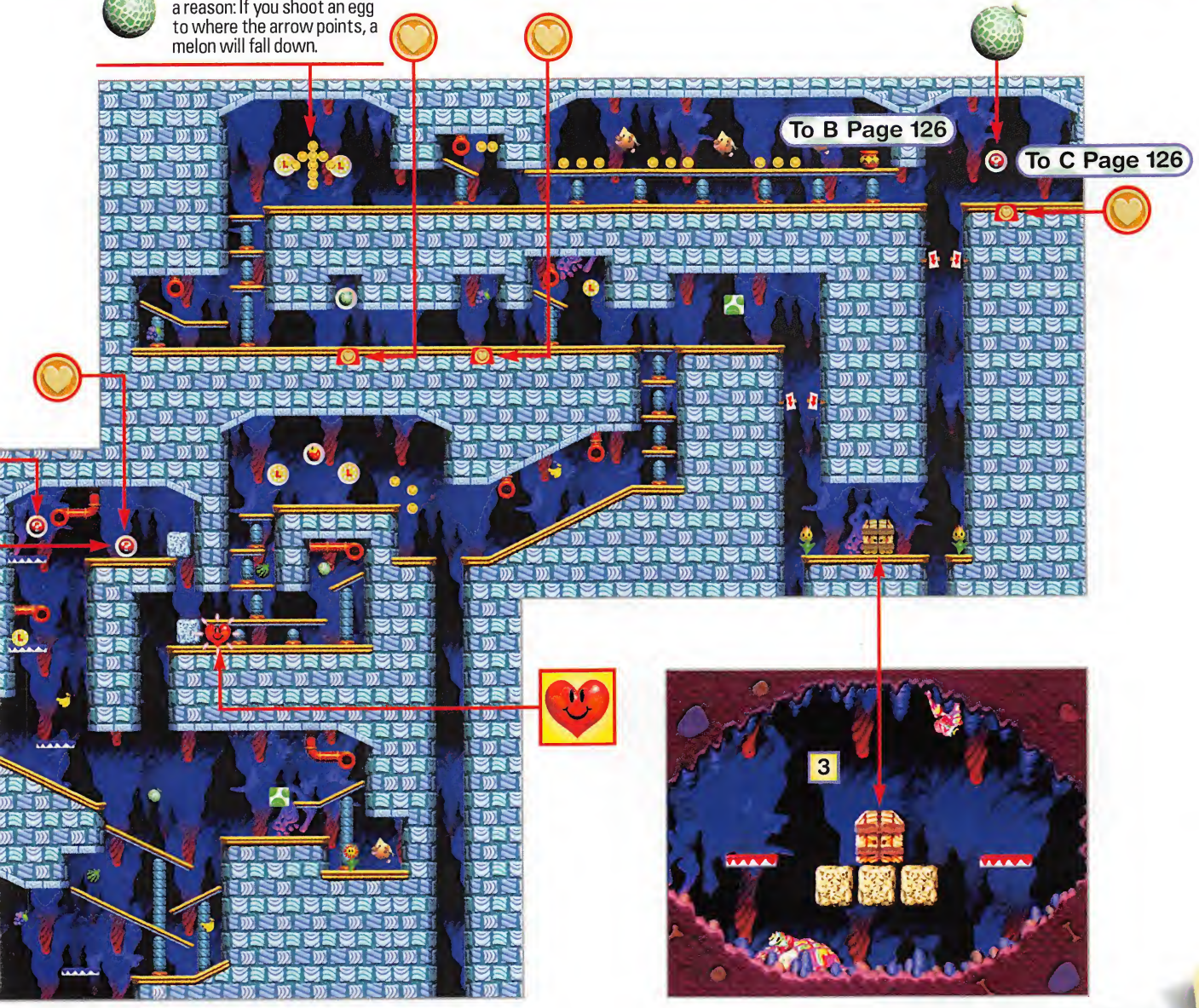


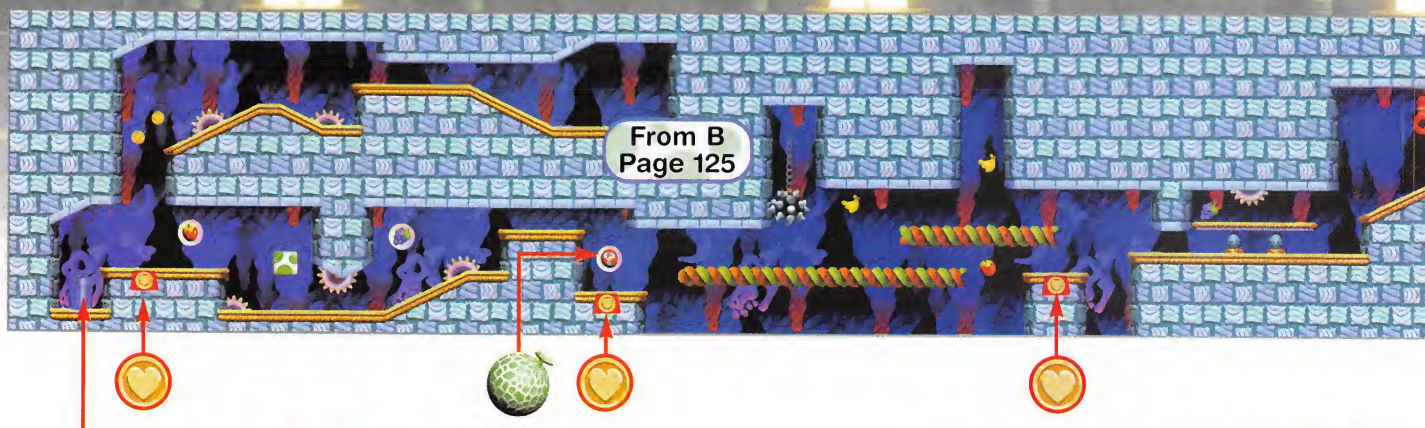
Magma Castle 6-4

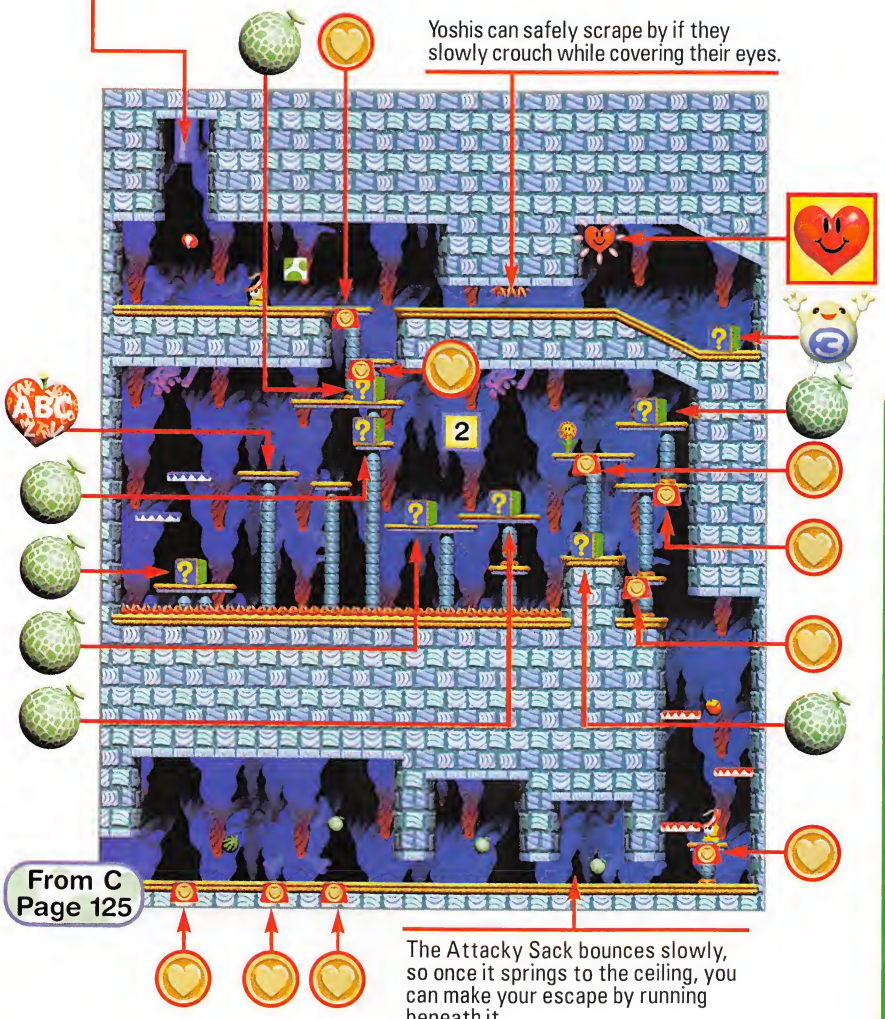


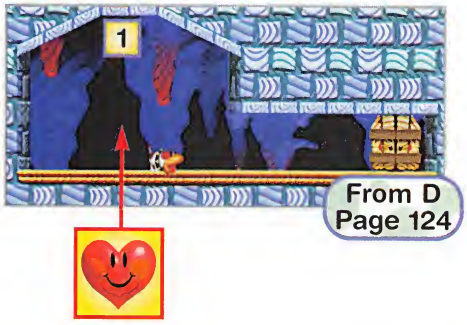


The coins form an arrow for a reason: If you shoot an egg to where the arrow points, a melon will fall down.







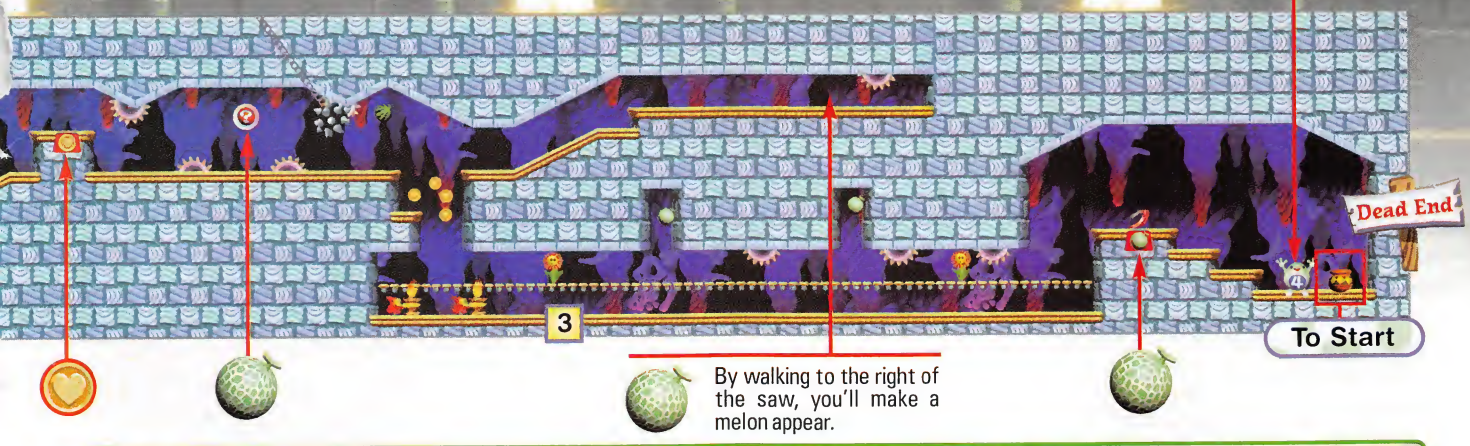


1 Stories of ComBat

Once Miss Warp #3 awakens, hop on her to teleport to Miss Warp #1. Unlock the door with the key from the slug room, then enter with a full supply of eggs. Inside the room is a ComBat battalion. Since the bats often fly close to one another, you'll be able to shoot down more than one with the same shot. Once they're out of the picture book, you'll win a heart as a badge of courage.



Magma Castle 6-4



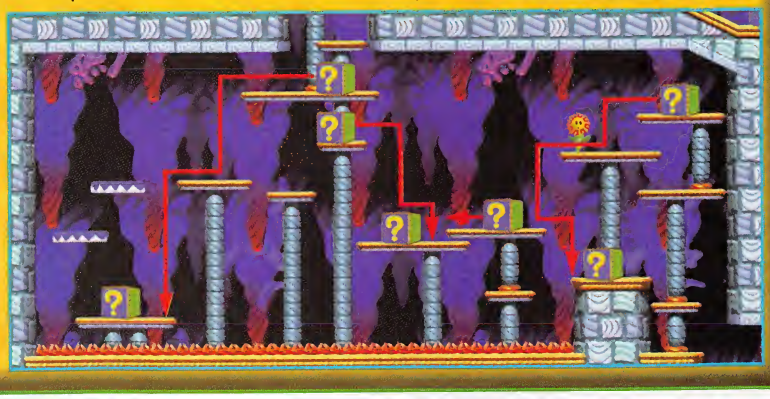
By walking to the right of the saw, you'll make a melon appear.

2 Crate Coordinating

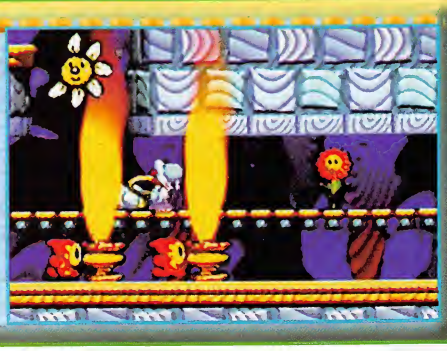
x7



Each of the crates contains a melon, but you must arrange six of them in particular pairs. All the while, Attacky Sacks will be bouncing about the room. Luckily for Yoshi, a Power Flower blooms inside the room, and, with seven melons hidden nearby, Yoshi will earn a Heart Fruit to become invincibly Super Happy. For the first melon, break open the fourth crate from the left. For the next two melons, push the top crate to the left until it lands by the lower left crate. Ride the elevators, then leap to the crate that's directly below the spot where the top crate once was. Shove that crate to the right, then hop to the right of its landing spot to another box. Push it left until it touches the other crate you've moved. After the boxes become melons, gobble them up, then head to the crate to the right of the flower. For the final two melons, push the crate to the left until it lands on the crate directly below the flower.



3 The Barbecue Boys



Two Shy Guys push flaming urns, and sandwiched between the two walls of flames sweats Yoshi. The Shy Guys won't walk at the same pace, so the last in line may lag behind or close in on the other Shy Guy. There will always be space in between and they'll never take a step backwards, so stay close to the leader. The ceilings are rigged with buzz saws that can scalp Yoshi, so it will be an easier and safer trek if you crouch for the entire trip. You'll also pass by melons and flowers, but be quick about eating them.

Closing the Book on Baby Bowser

No story is complete without a villain, and Bowser is one of the meanest you'll ever read about. If the Yoshis want to live Super Happily ever after, they're going to have to beat the terrible tyke into pulp fiction.



The Climax

The final scene in Yoshi's Story will unfold with Baby Bowser riding a ghost across the upper reaches of the castle while Bob-ombs parachute to the ground and explode seconds later. Bowser will wreak terror with the overconfidence of a playground bully, but some sharp shooting will knock the kiddie Koopa off his high horse. Snatch up Bob-ombs or eat the Super Happy Tree's Heart Fruit for unlimited eggs, then lob them at the ceiling so the dangling spikes fall on Bowser's head. Bowser will also take a tumble if you blast him so that your egg explodes in front of his face.



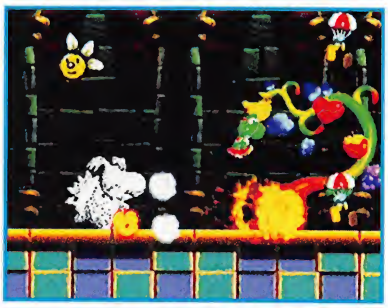
Super Happy Tree

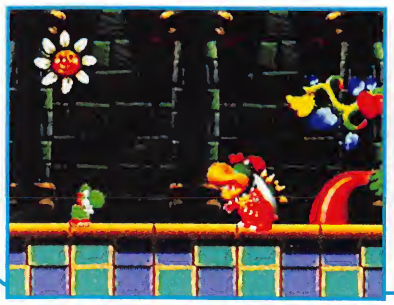
To avoid meeting an unhappy end, you'll have to keep your Yoshi happy with the Super Happy Tree's fruits. Food is limited, so watch your dino's diet. The tree will grow only two Heart Fruits, but they will be the healthiest choice for a good defense, since they will give Yoshi unlimited eggs.



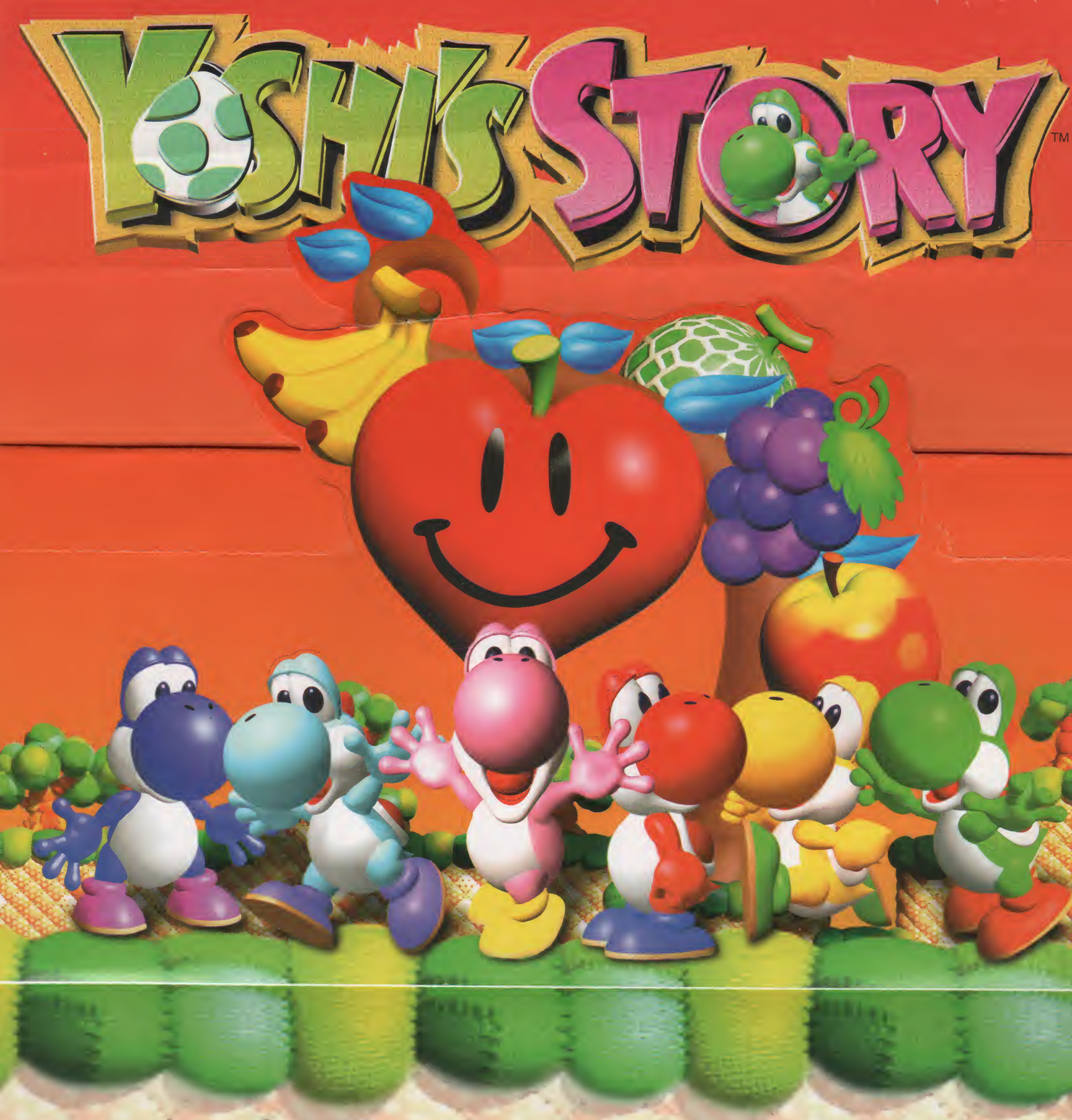
The Conclusion

After you blast the brat three times, Bowser's ghosts will flee from the scene leaving the Koopa permanently grounded. Continuing the battle on the castle floor, Yoshi and Bowser will see eye-to-eye, but neither will be in agreement. As long as Bowser's in the picture book, he'll make sure the tree will never spread cheer again, and he'll breathe fire and pounce on any Yoshi who tries to stop him. It'll take three more hits to turn the tot into Crybaby Bowser, so fire bombs or eggs to blast him while he's pouncing. In midair, Bowser soars with serious hang time, making him an easy target.

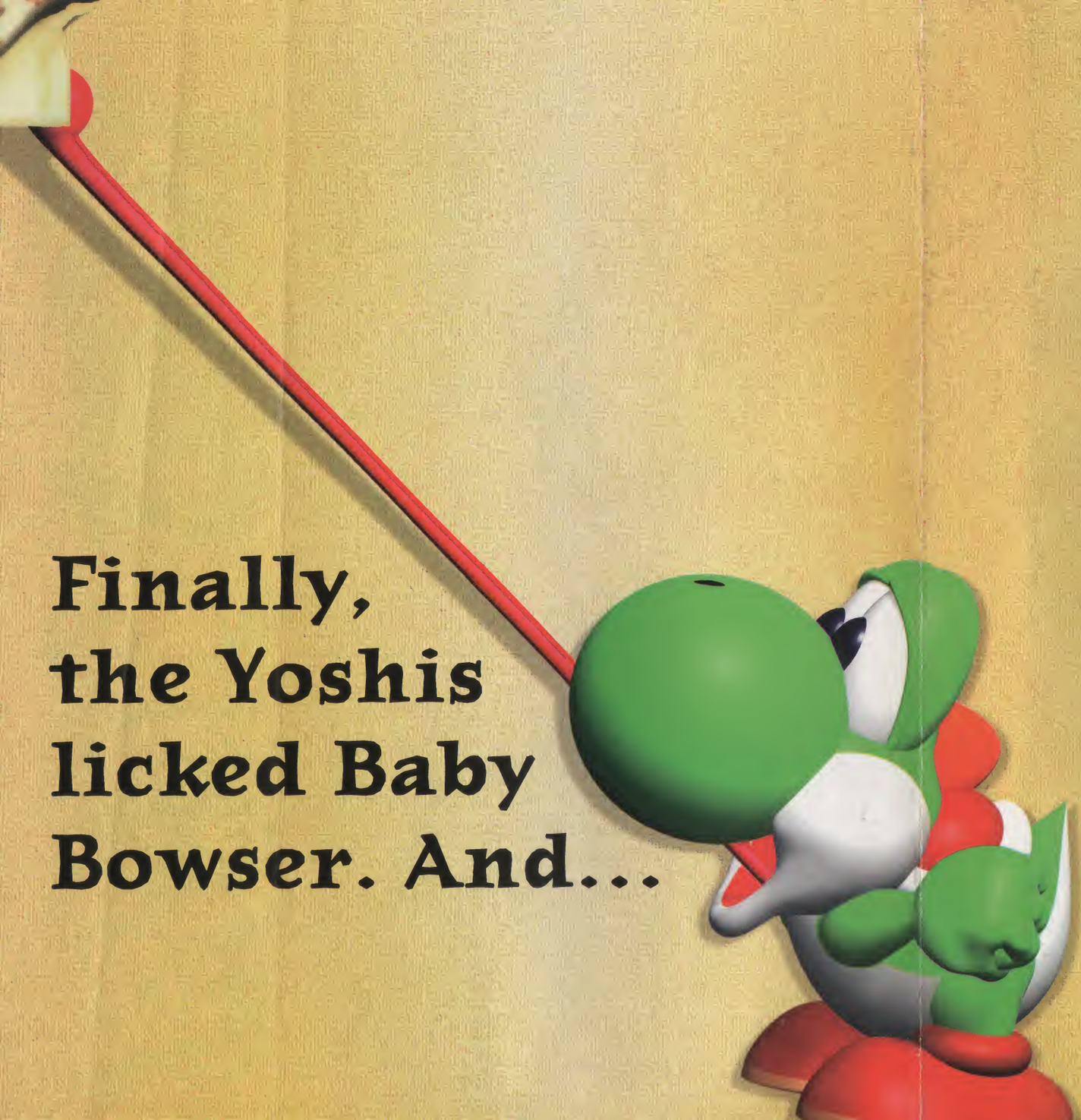








...they lived
Super Happily
ever after!



Finally, the Yoshis licked Baby Bowser. And...

The End

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